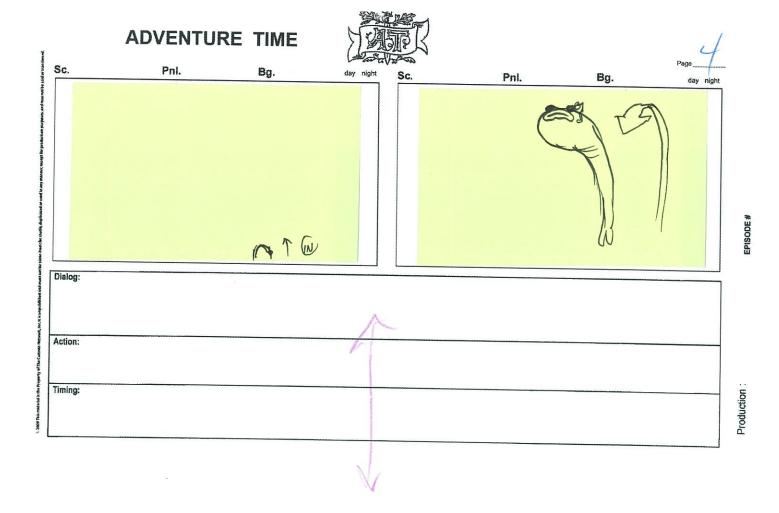
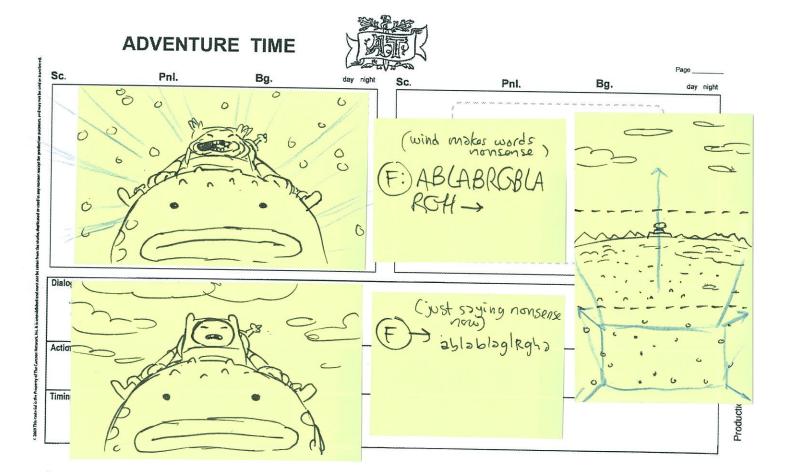
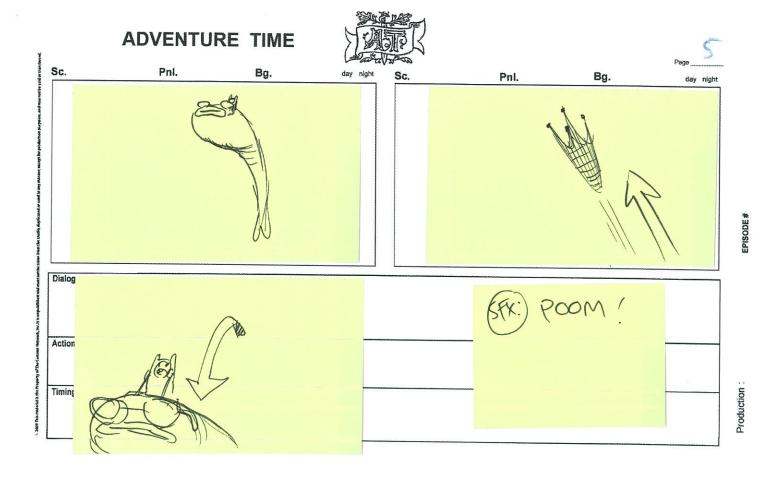
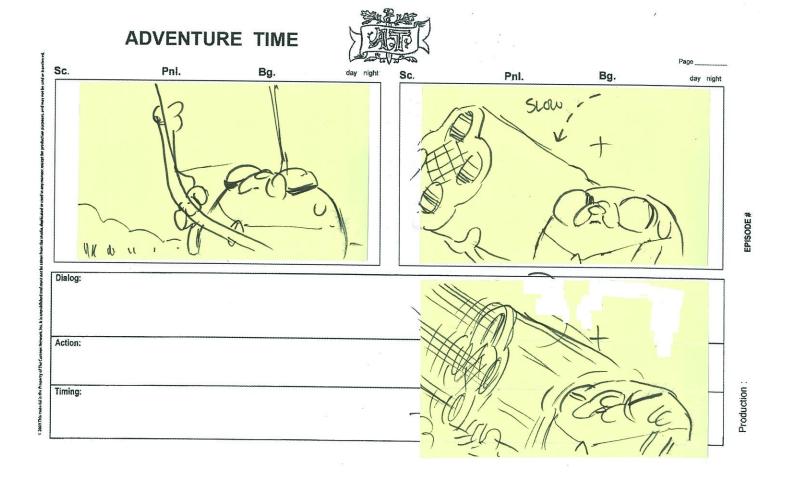


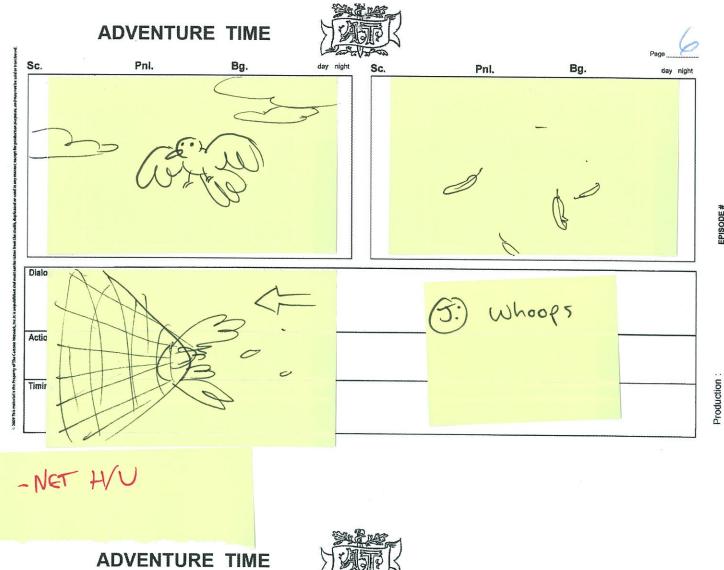
EPISODE #

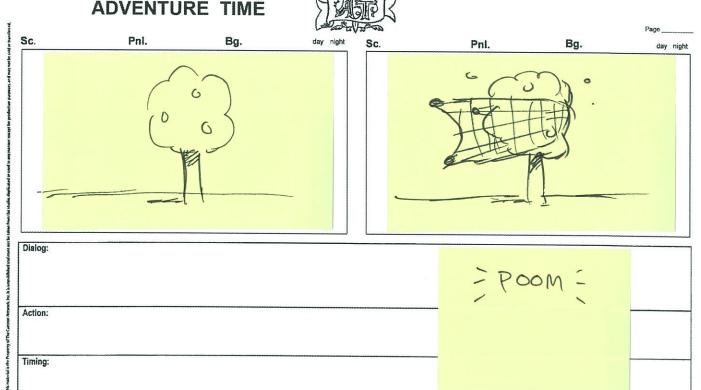




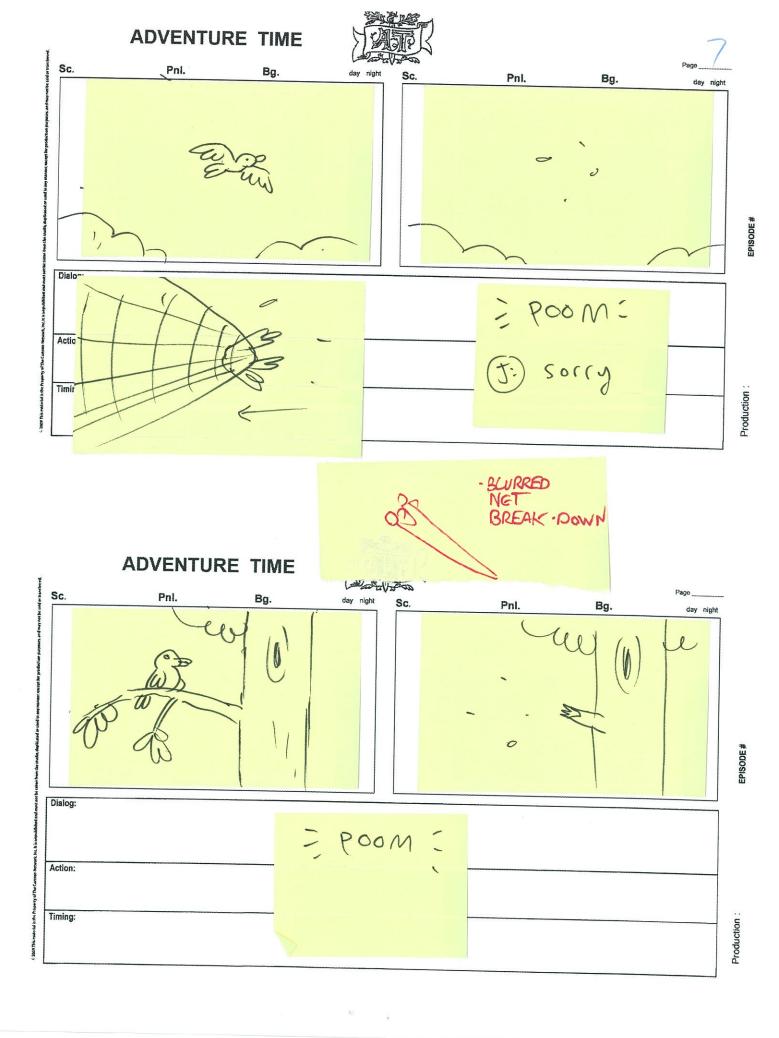


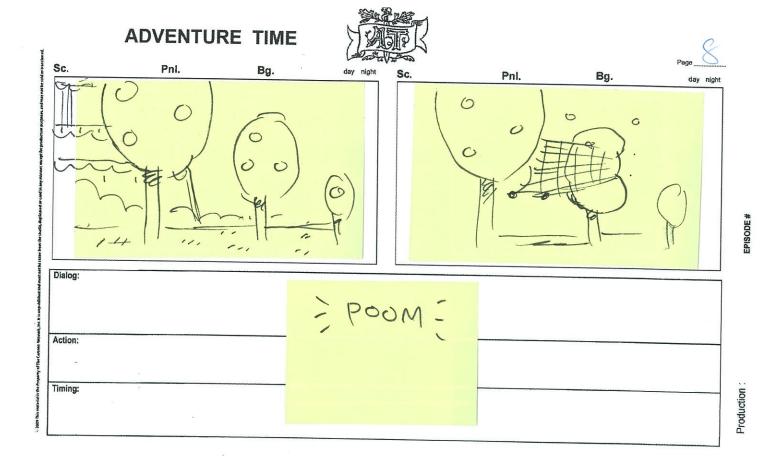


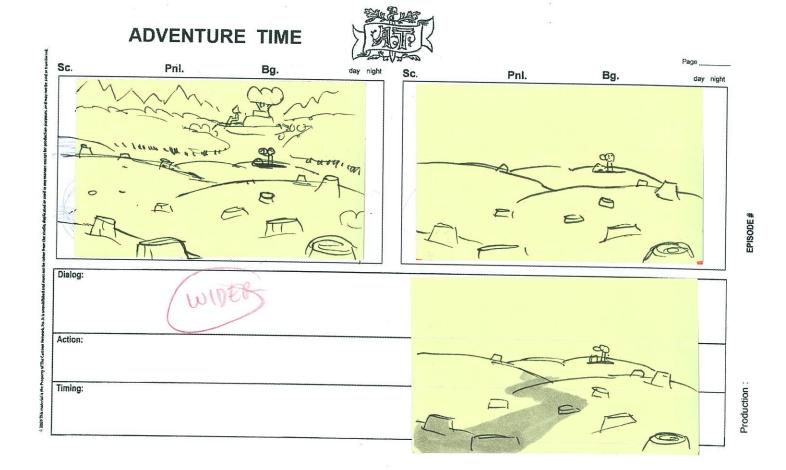


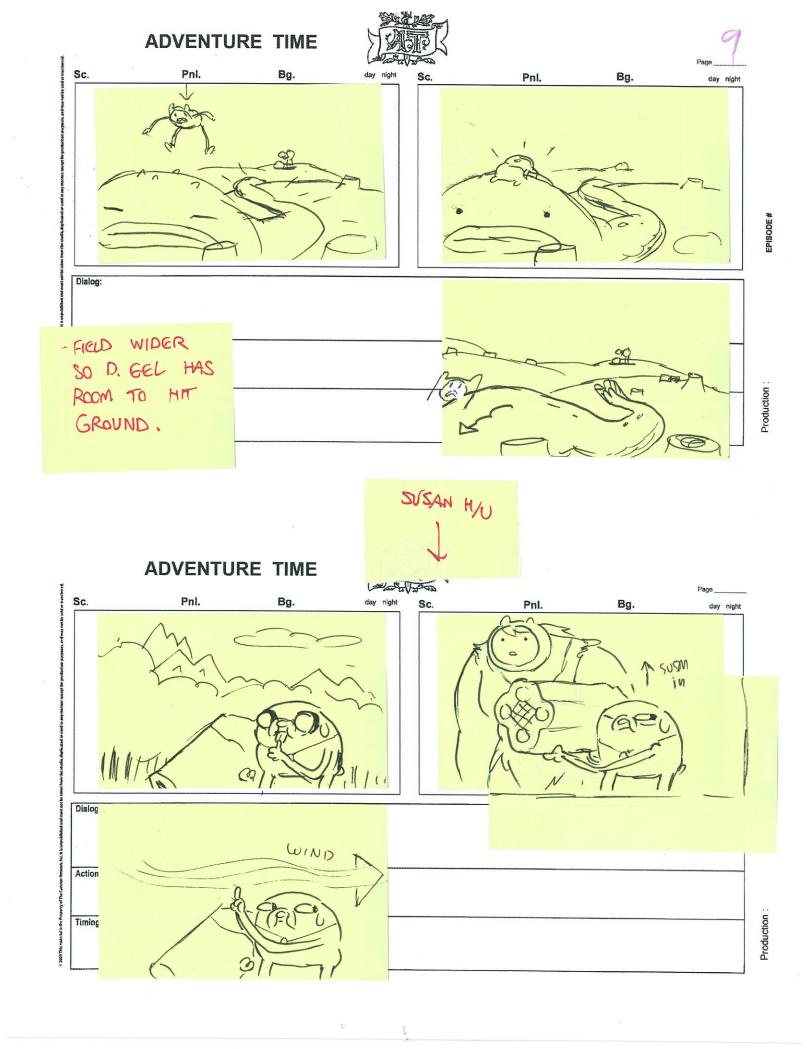


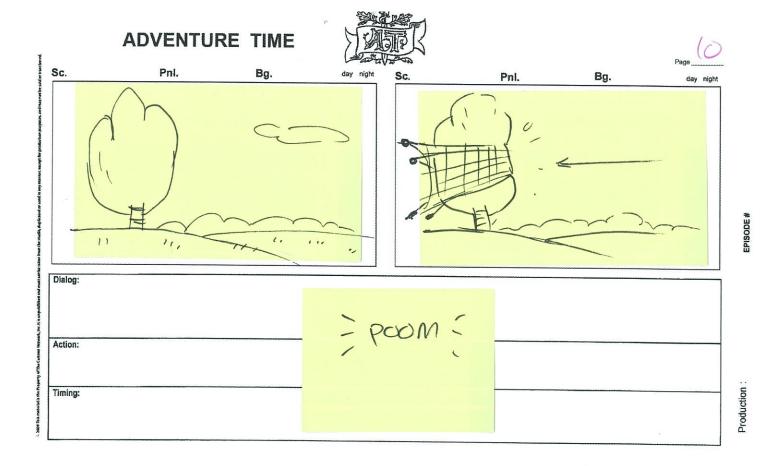
EPISODE#

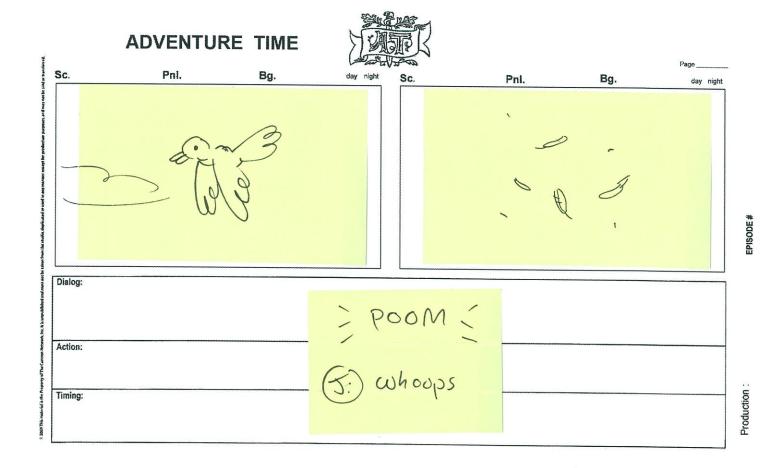


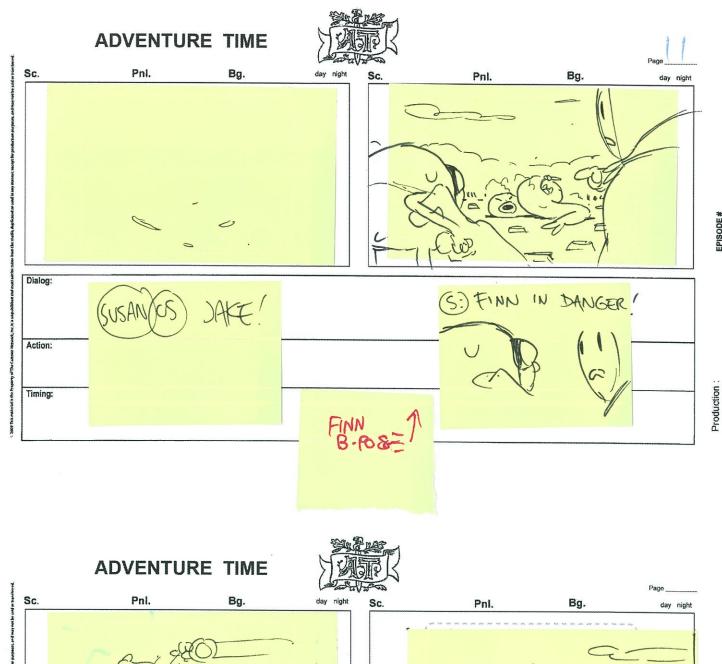


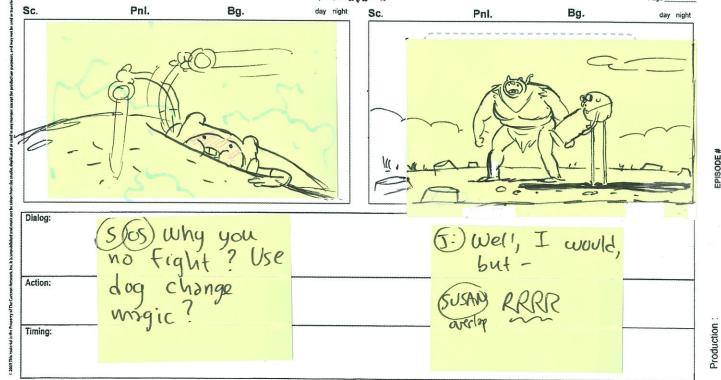


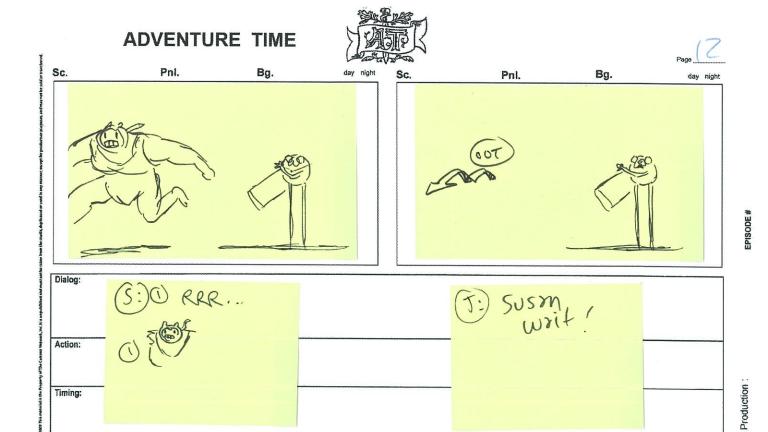


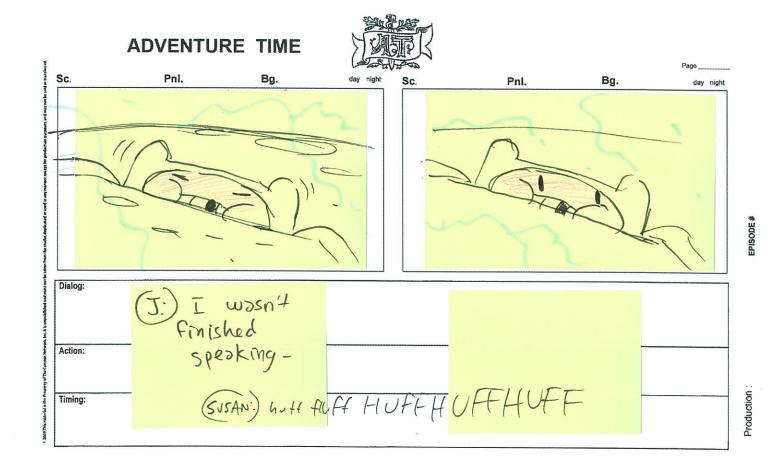


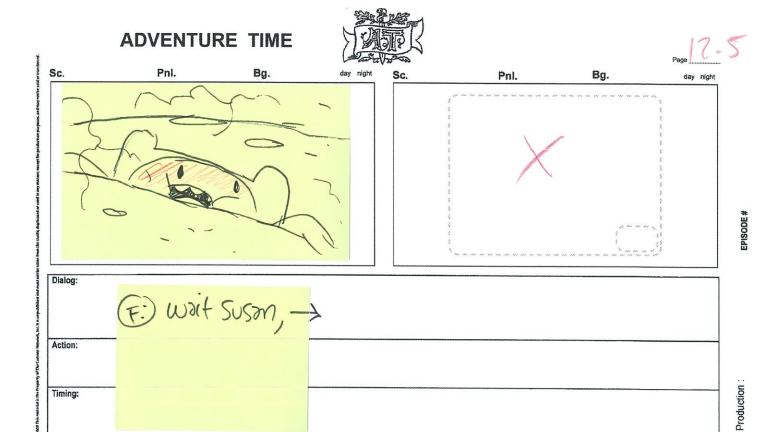


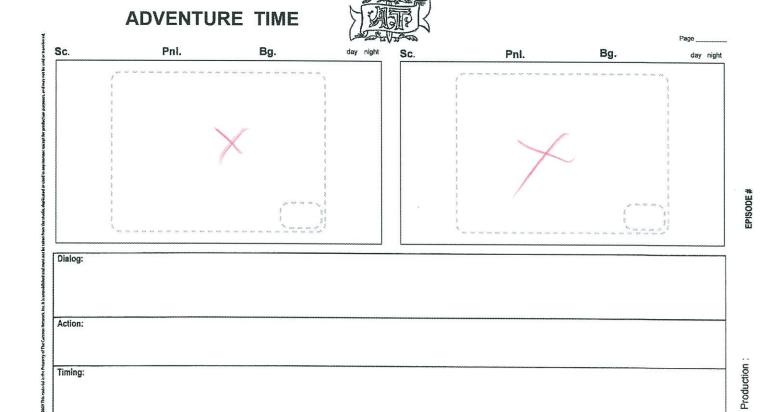




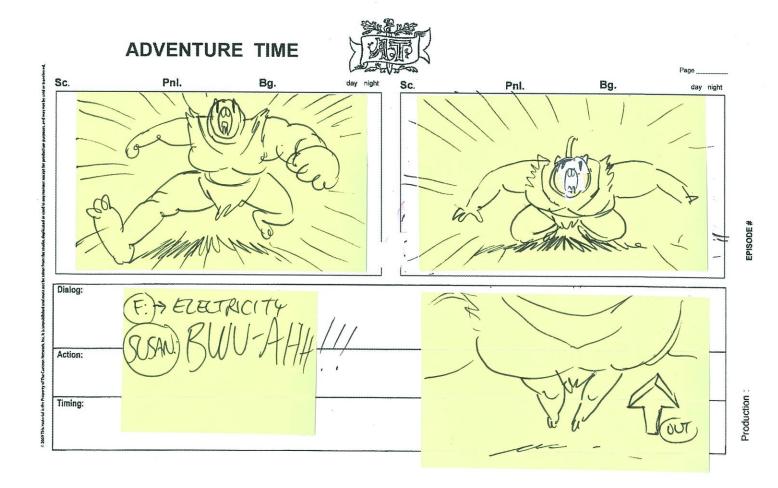


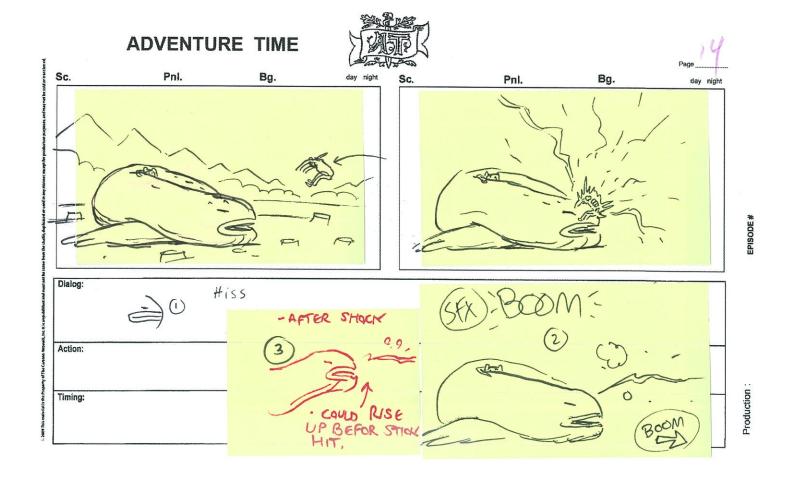


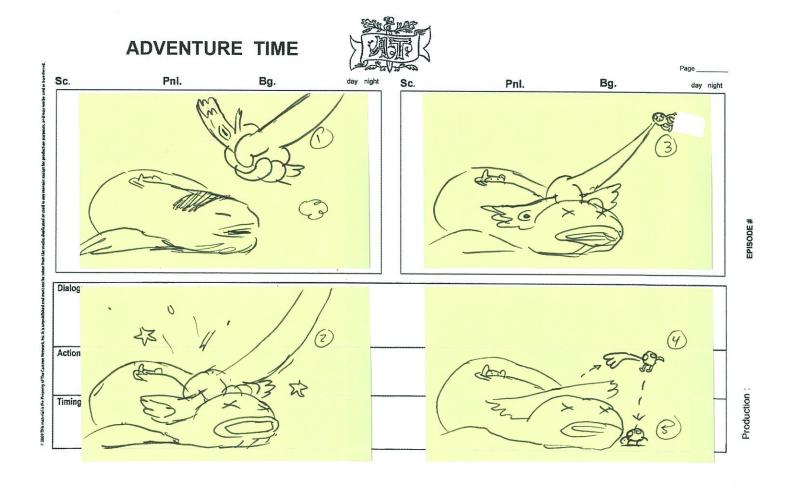






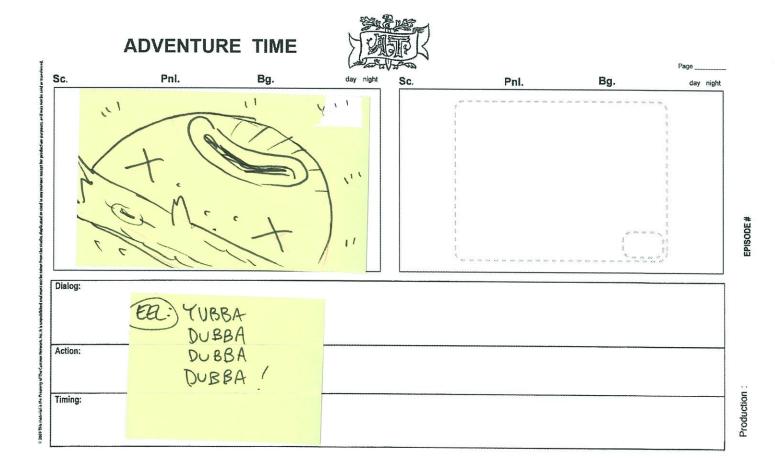


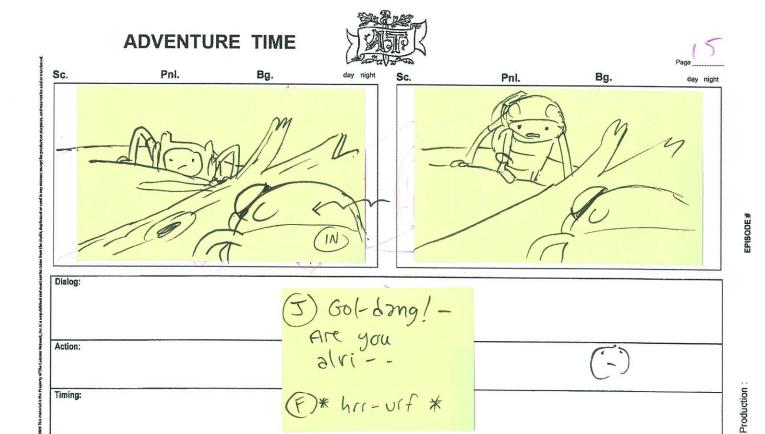


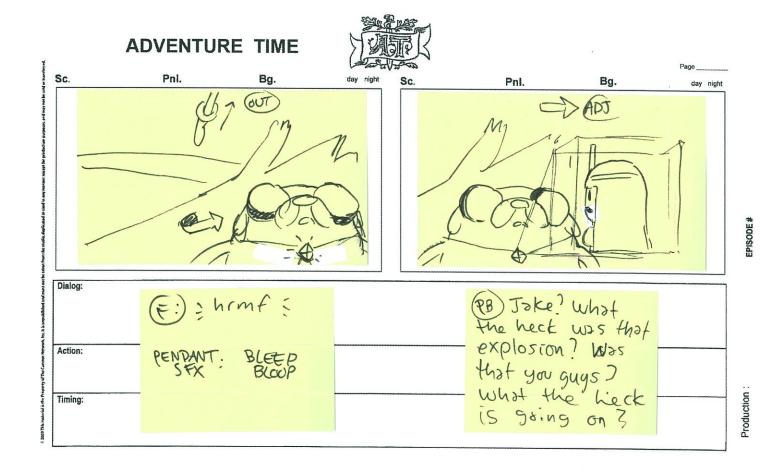


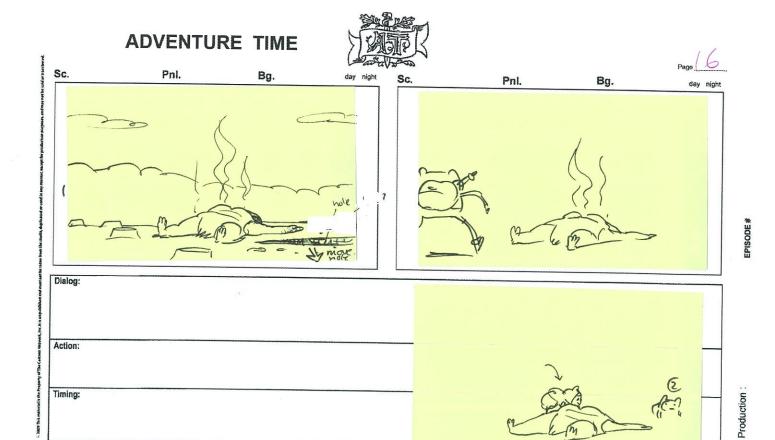
ADVENTURE TIME Sc. Pnl. Bg. day night Sc. Pnl. Bg. Dialog: Action:

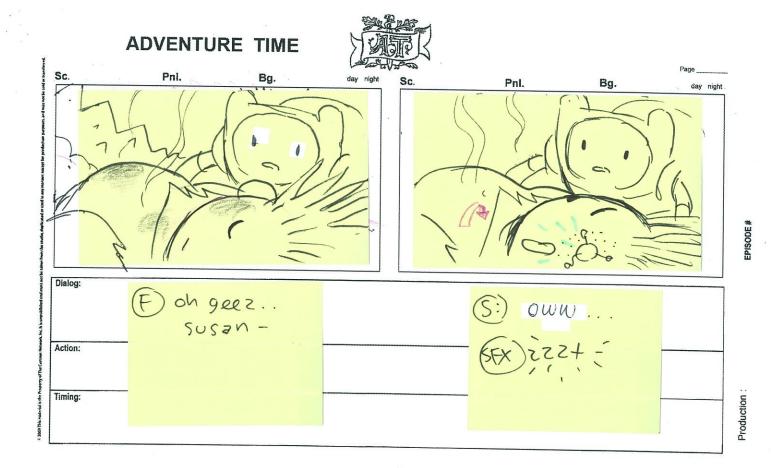
Timing:

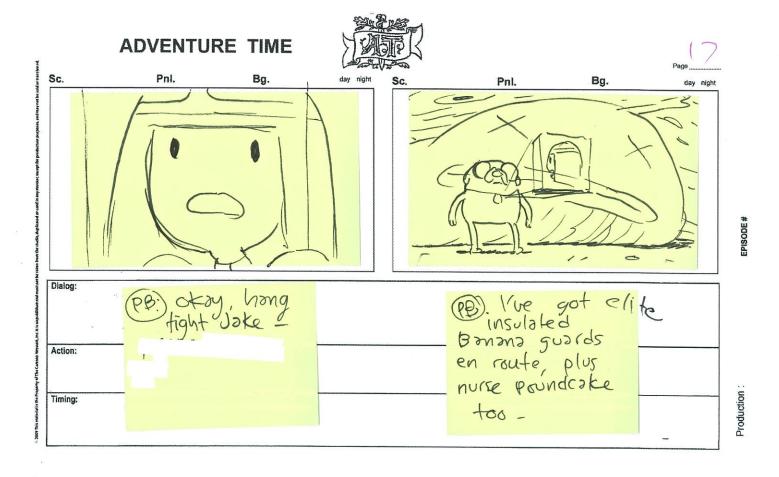


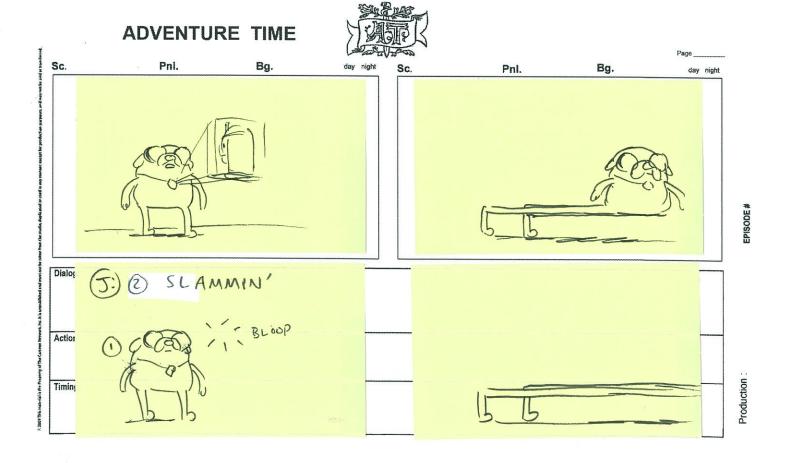


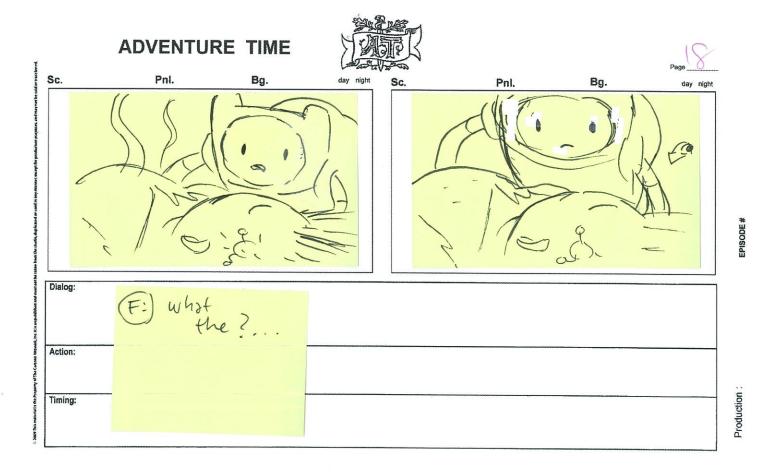


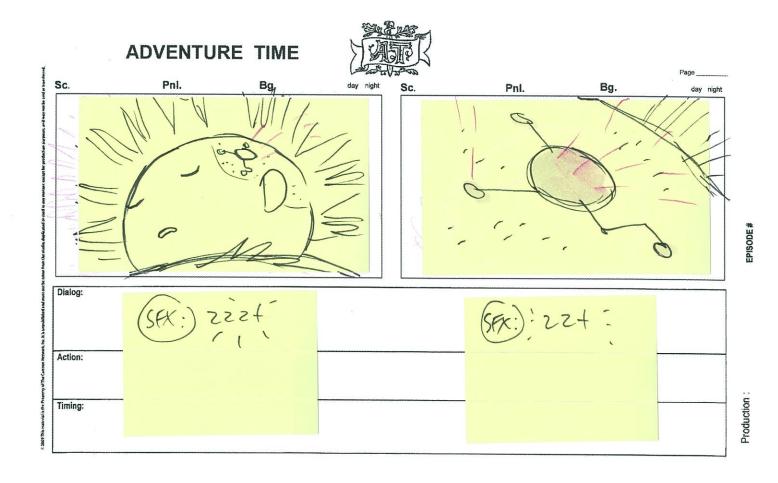


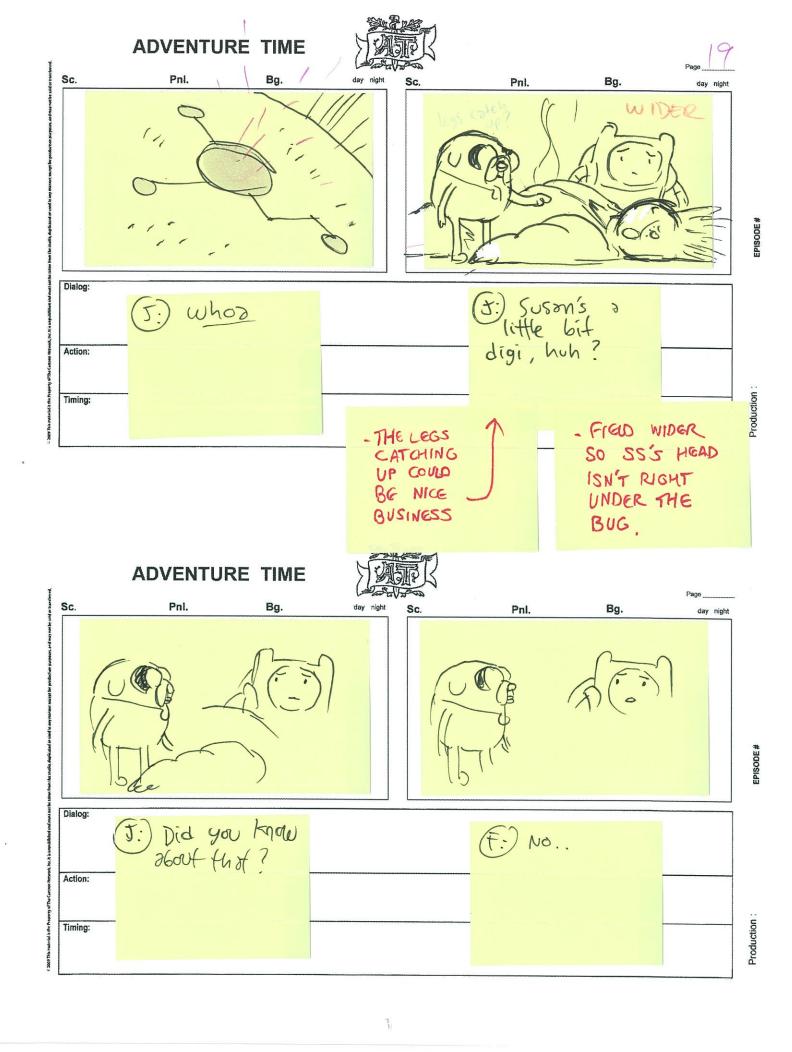


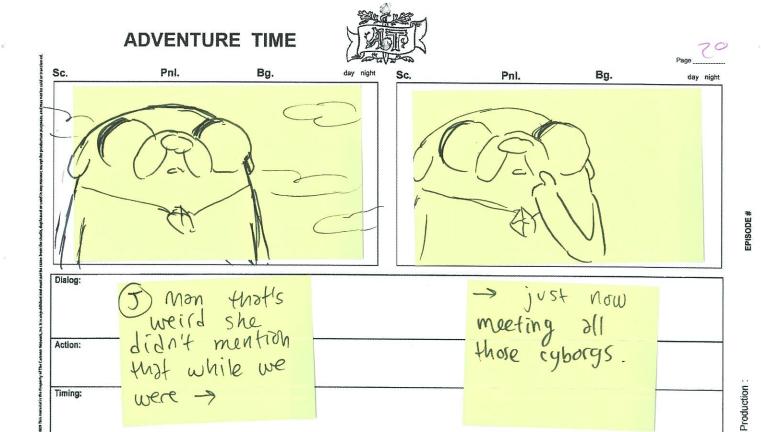


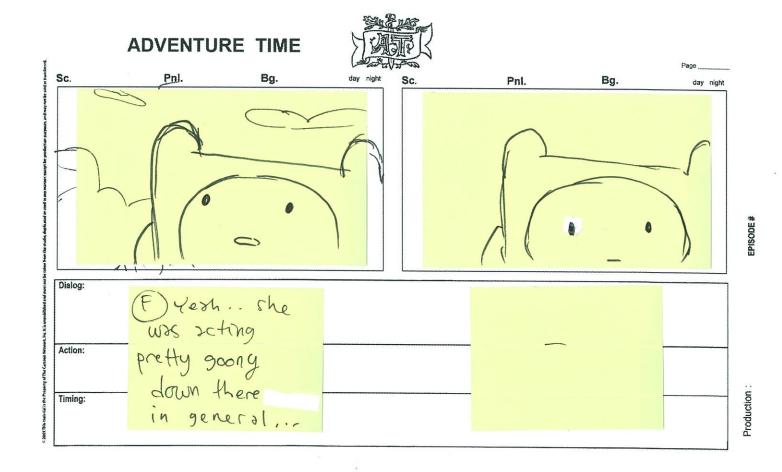


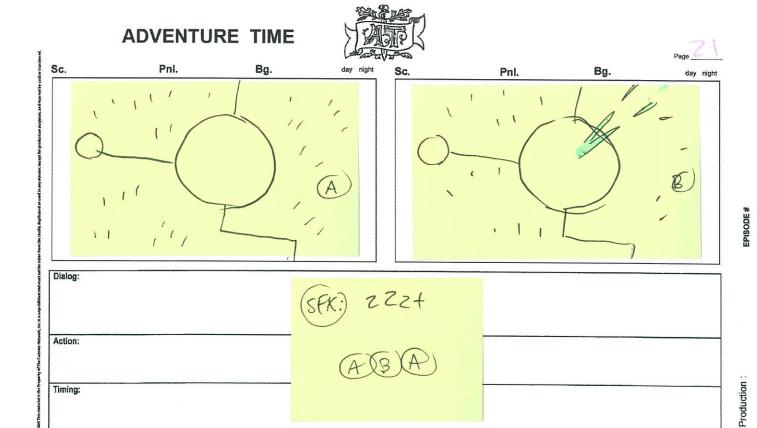


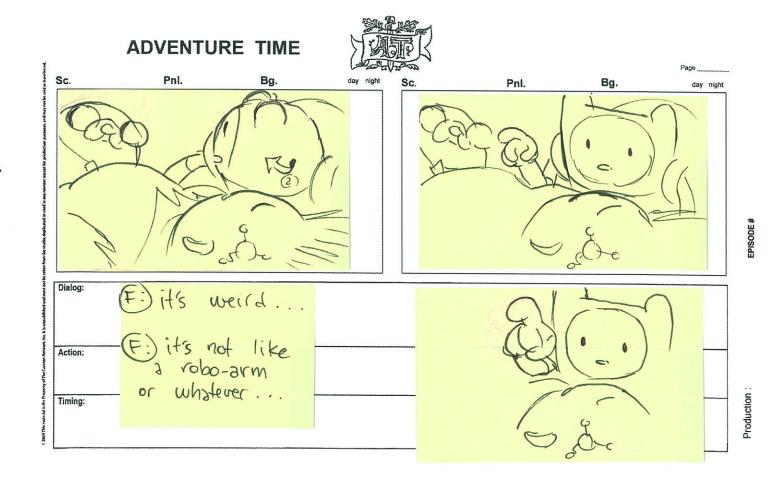


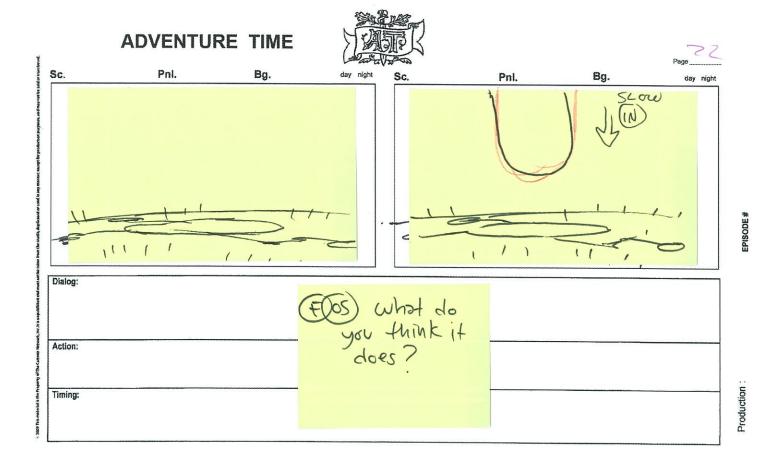


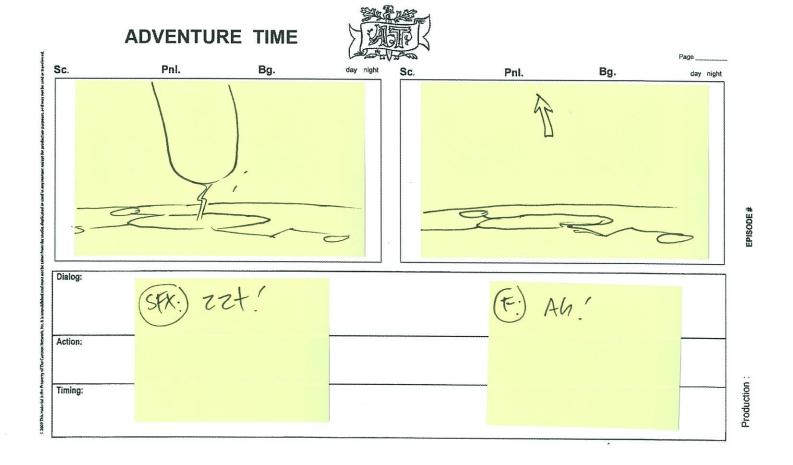


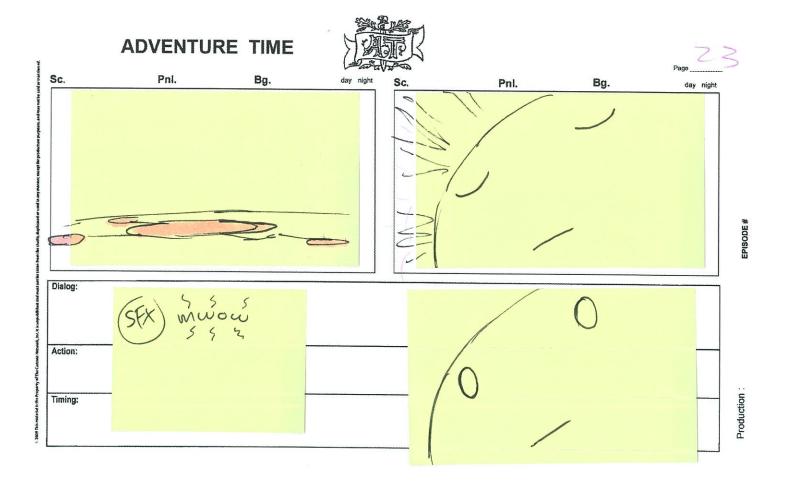


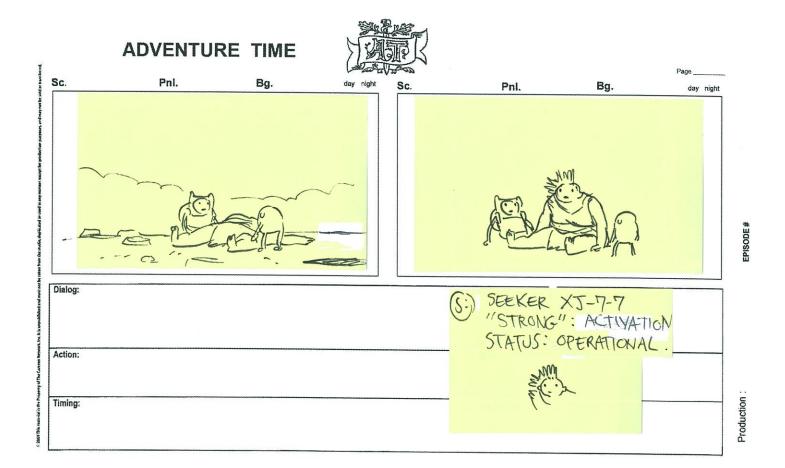




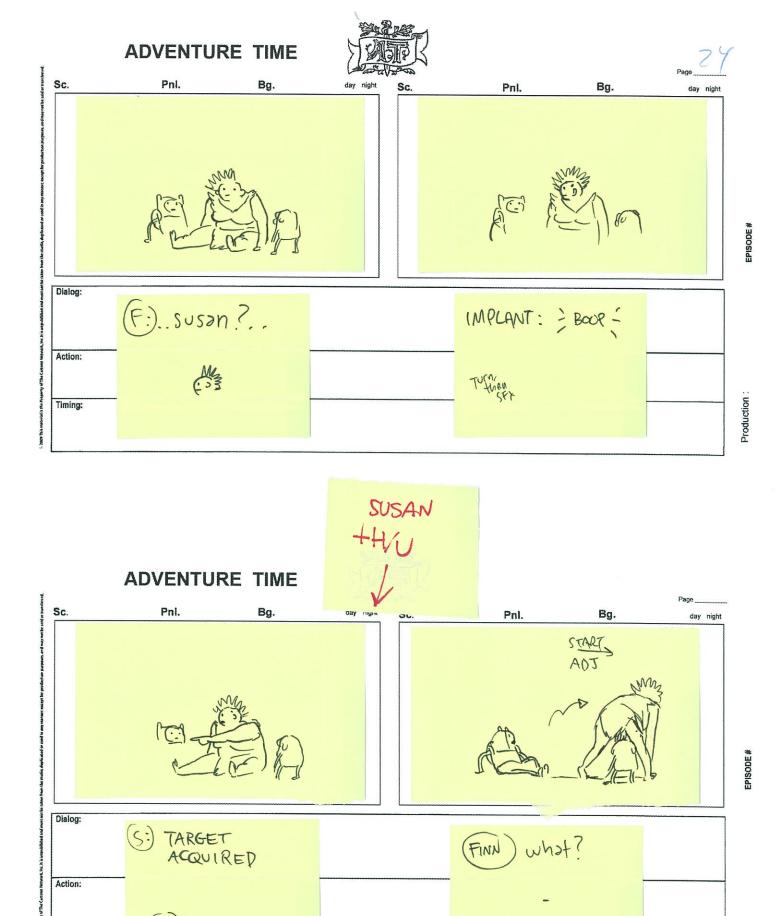








c

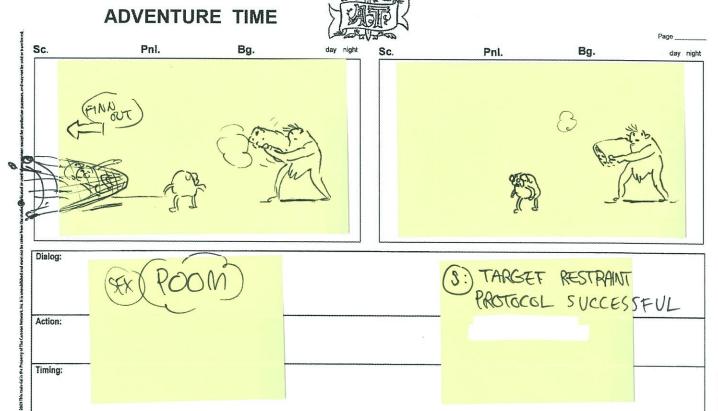


ADVENTURE TIME

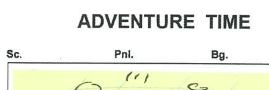




Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day nigi	
Dialog:					EUND) CA-A-SOUNDS CLA	ck		
Action:				2				
Timing:								



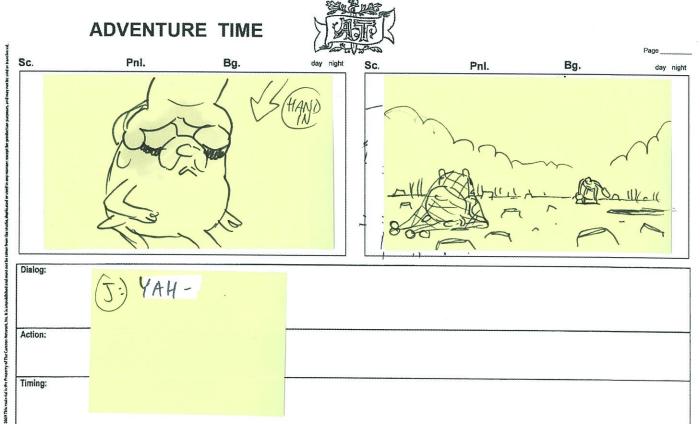
EPISODE #



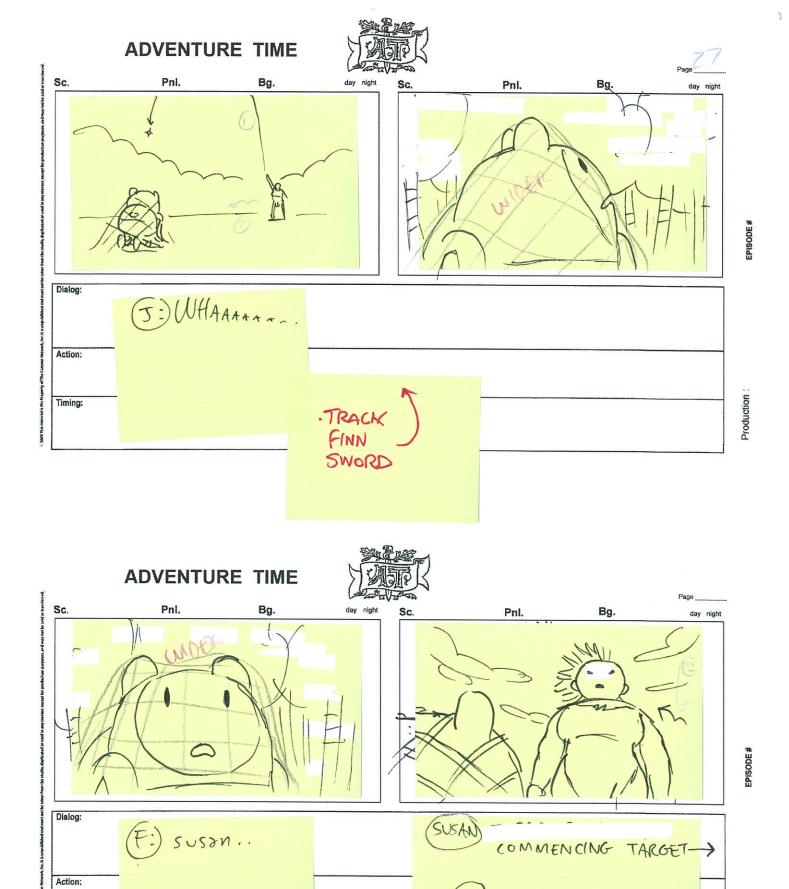


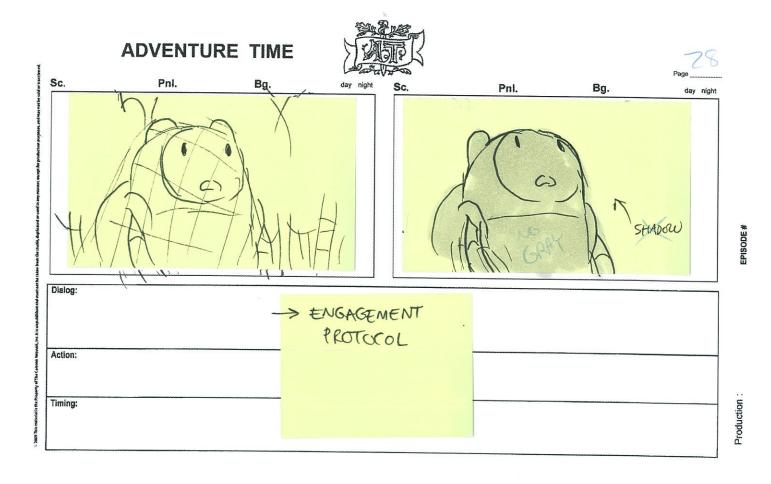


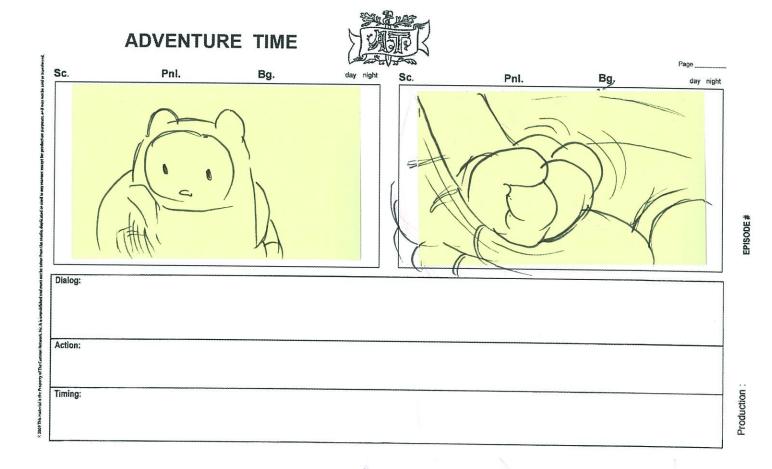


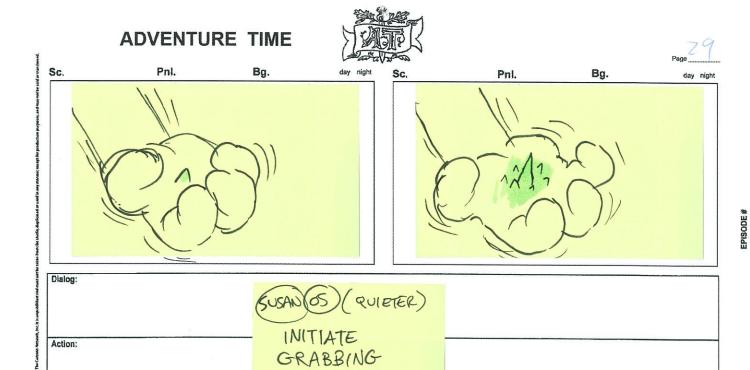


Production:



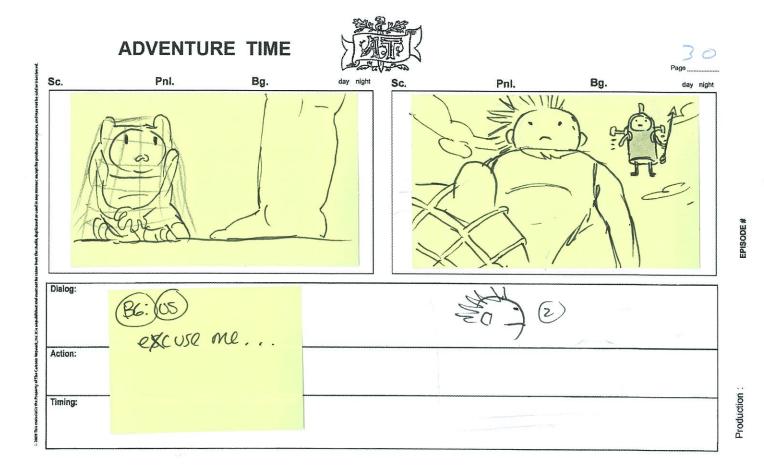


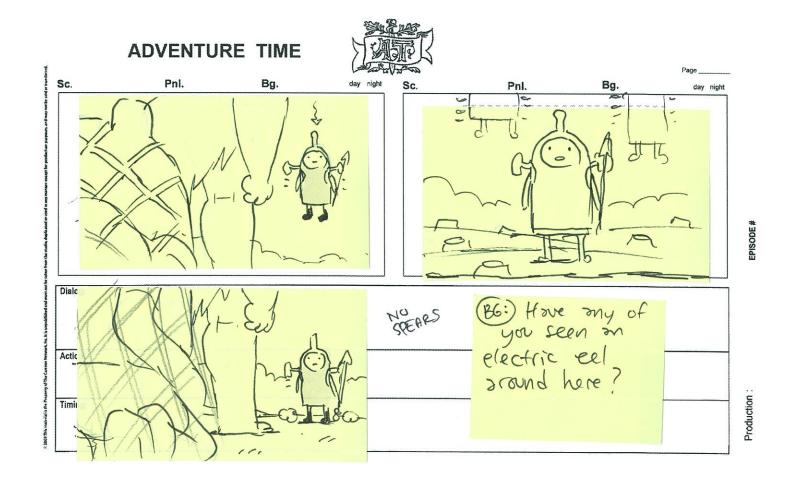


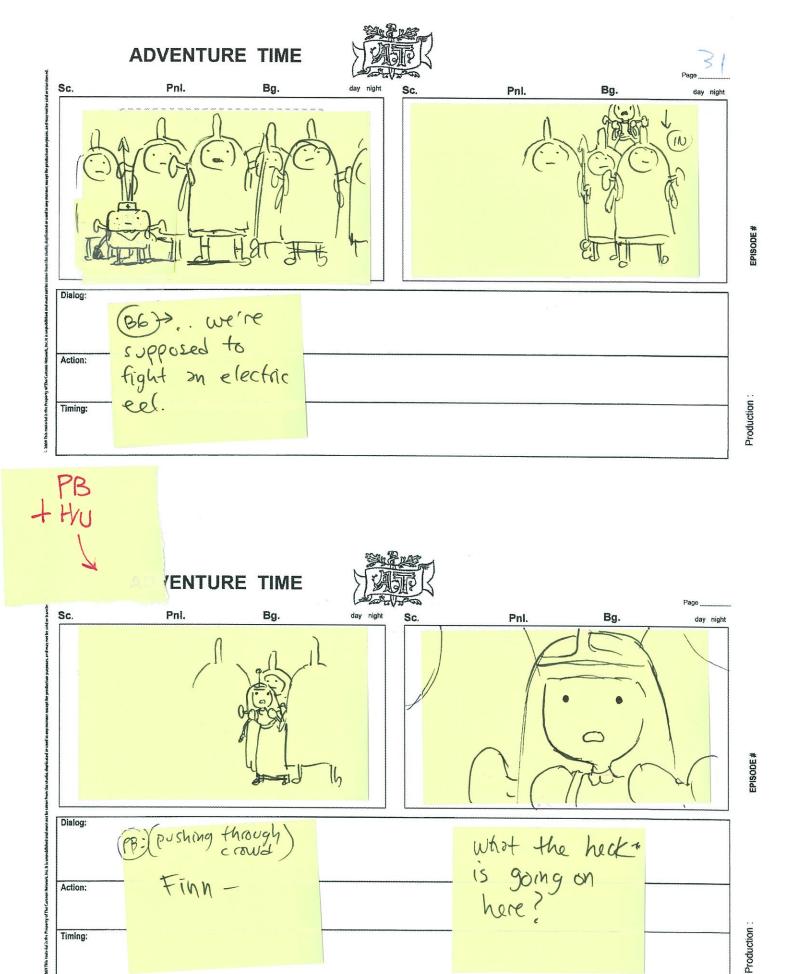


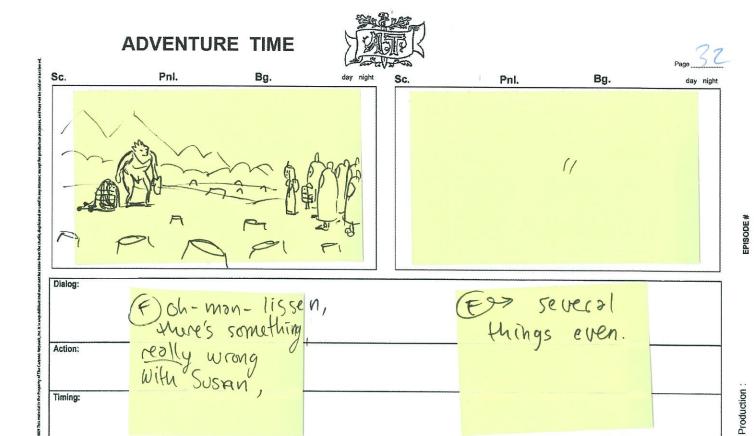


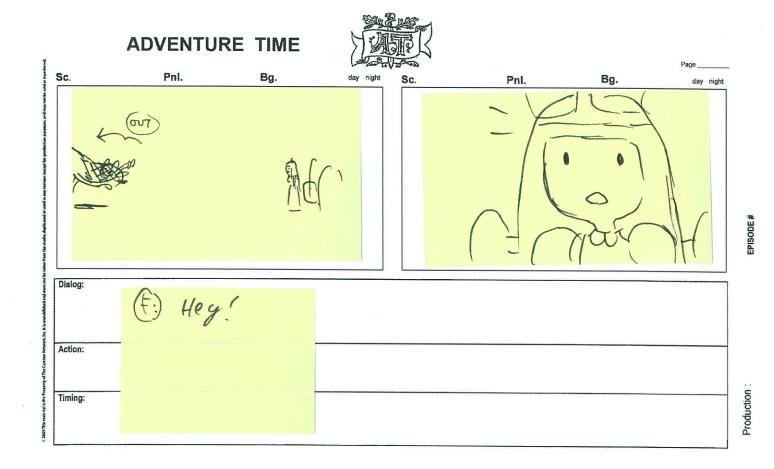
Production :

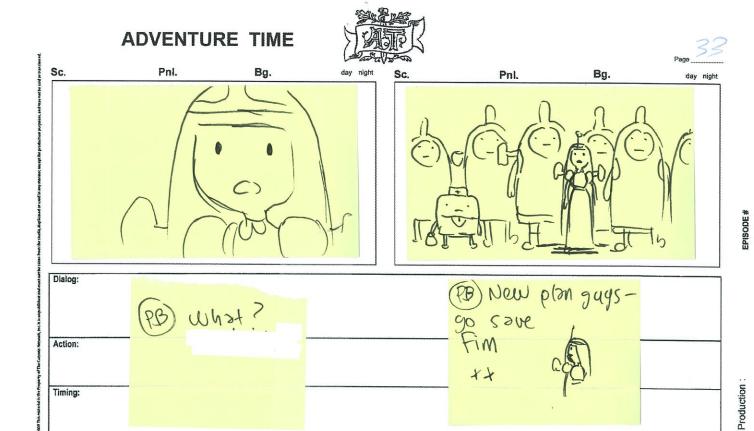


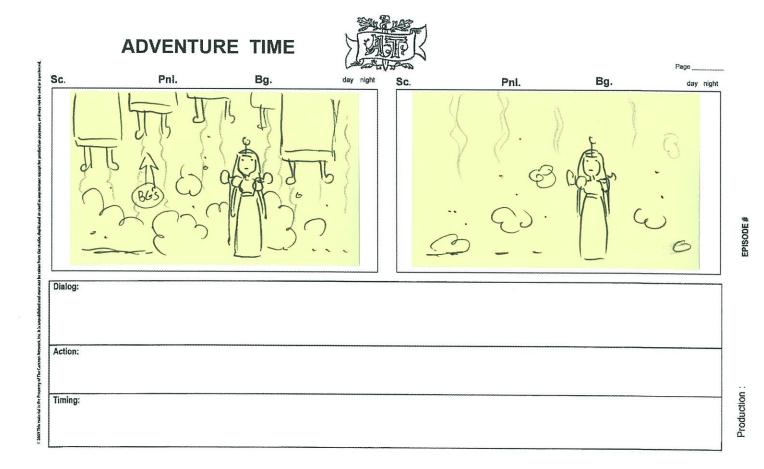


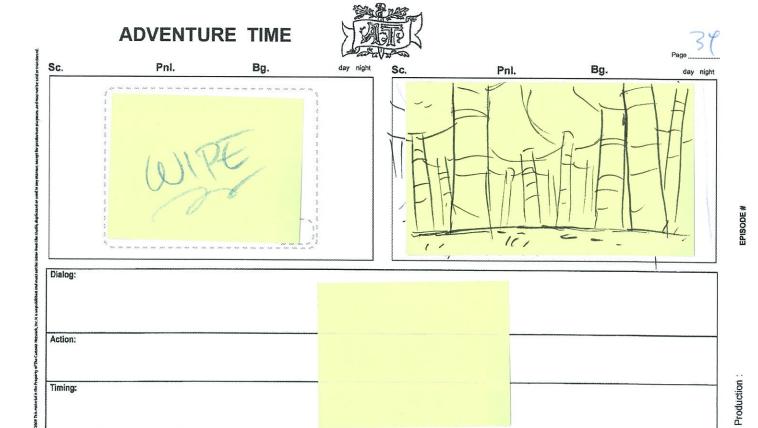






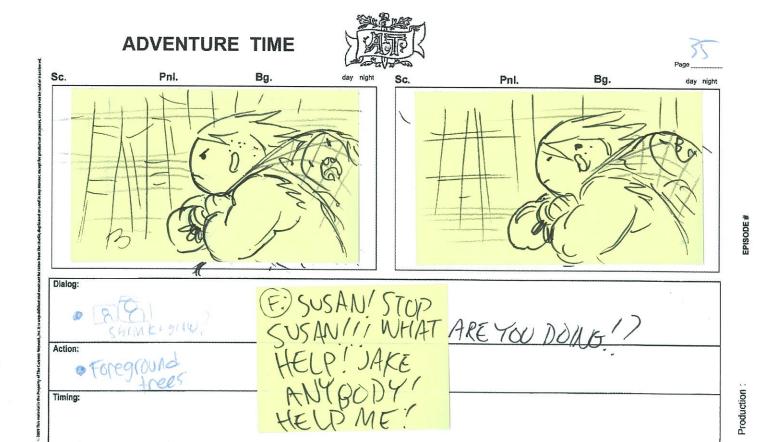


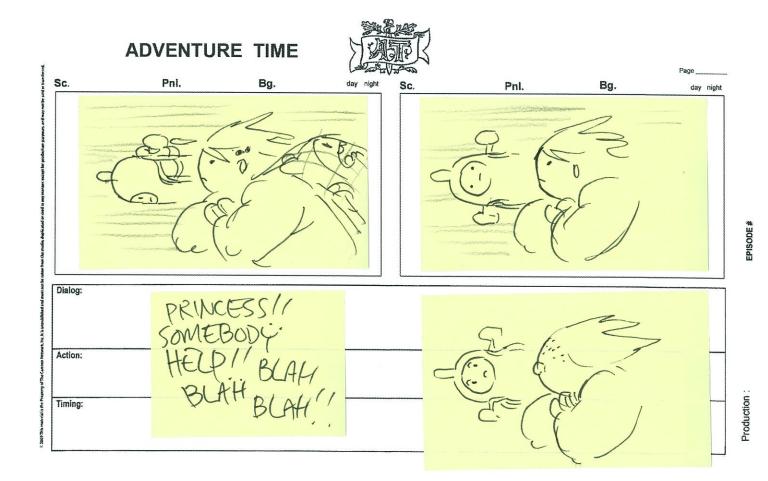


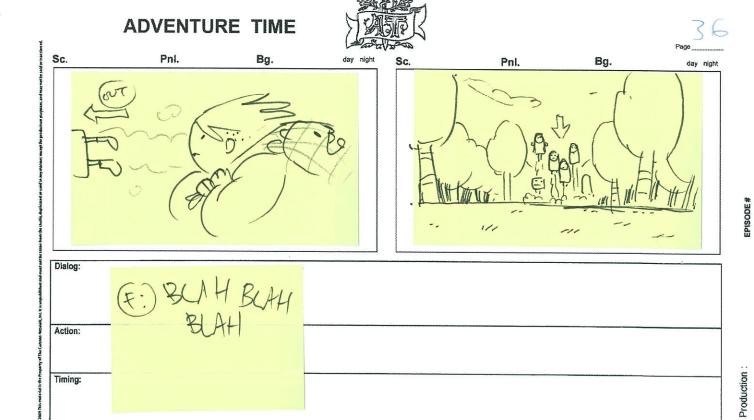


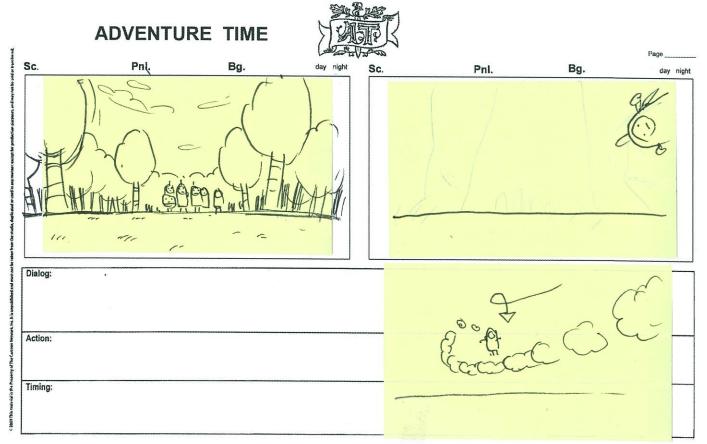
	ADVENTUR	E TIME	TAR	R			Page
Sc.	Pnł.	Bg.	day night Sc.		Pnl.	Bg.	day night
						207	
Dialog: Action: Timing:		(F	A A A A	HH."			

EPISODE #

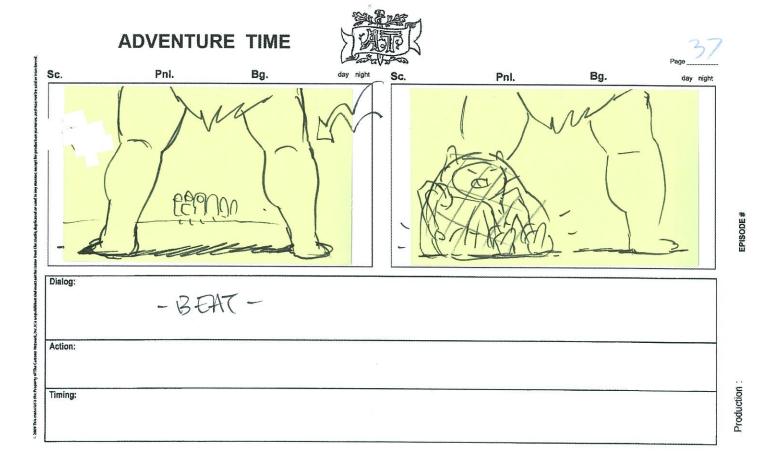


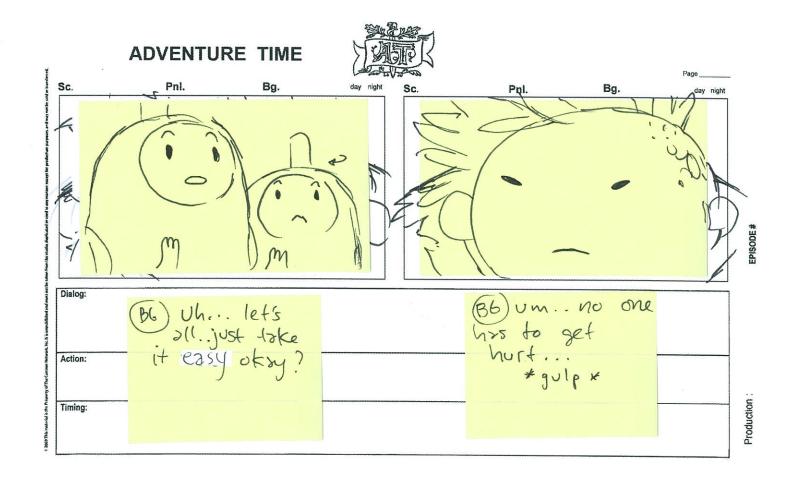


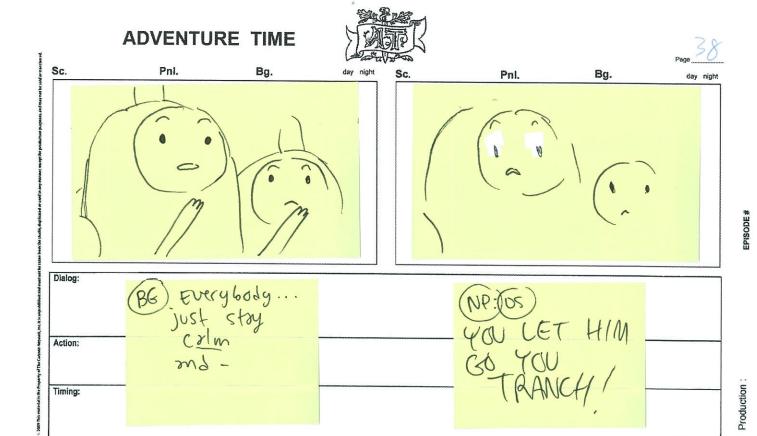


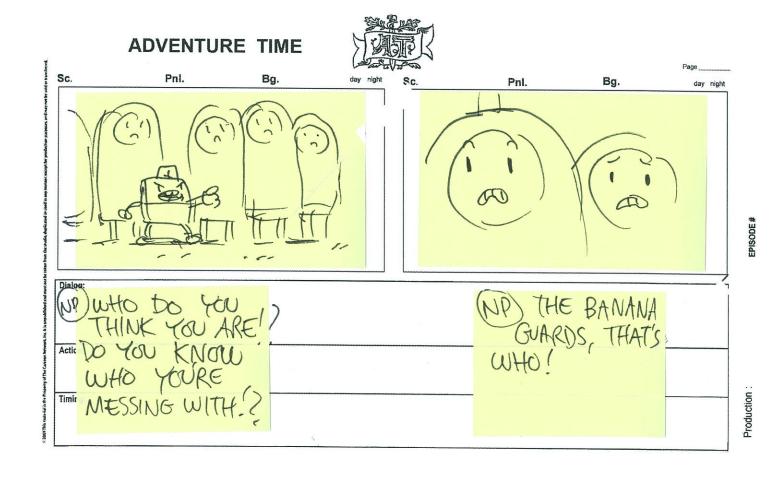


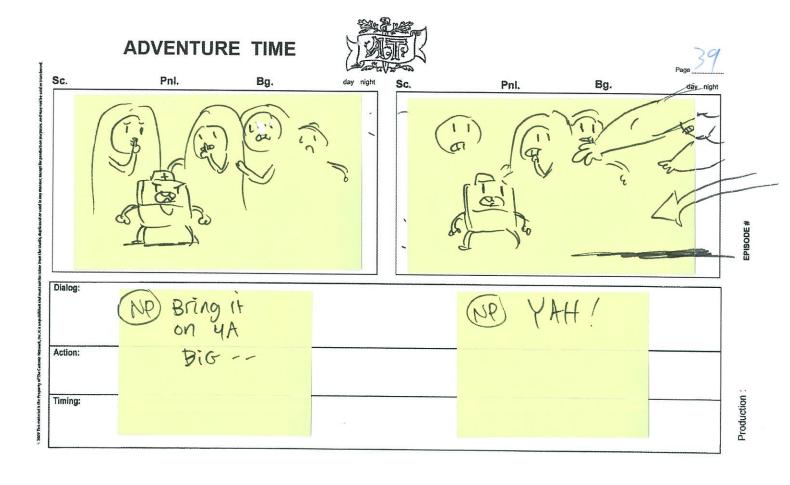
.....

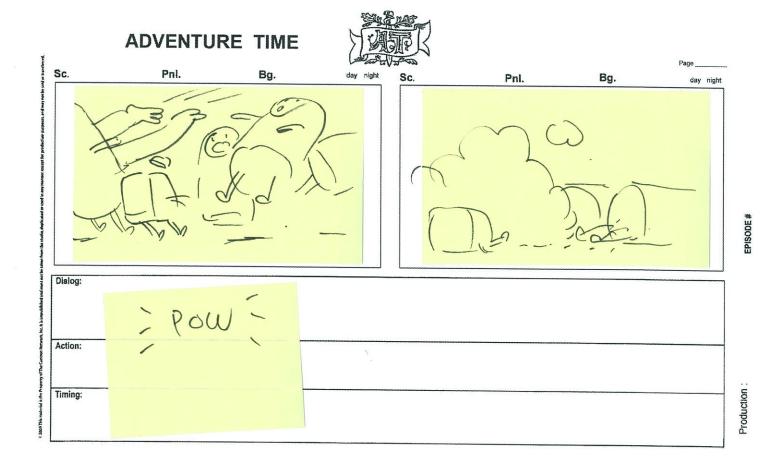


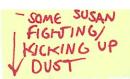








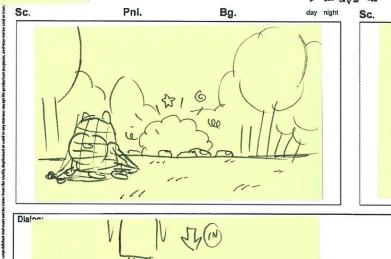


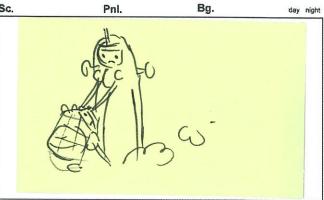


ADVENTURE TIME











Production:

Page ...

ADVENTURE TIME

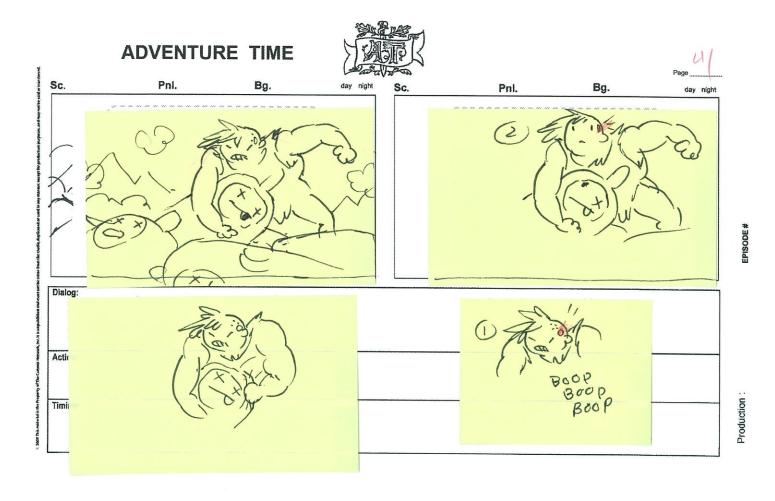


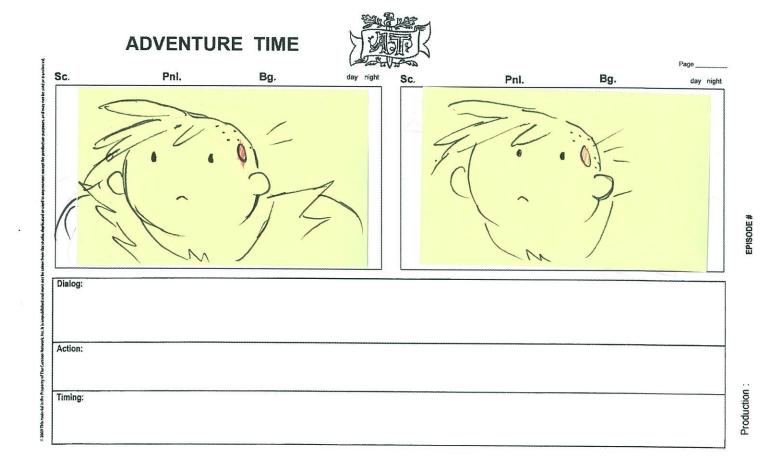
Sc.	Pnl.	Bg.	day night
(Cu	
		<i></i>	

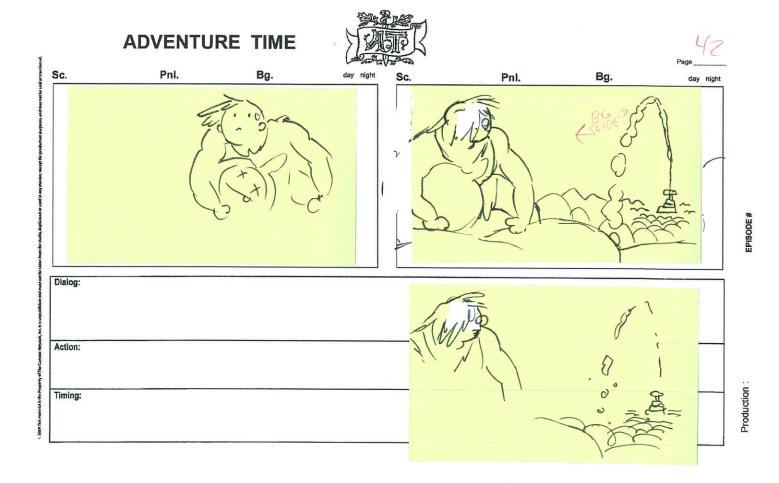
Sc.	Pnl.	Bg.	day n	ight
	U			
	Ŋ			
	(3)			
	\ \(\)			
	, 0 0			
		(0)		
		,		
	2 - W	>		

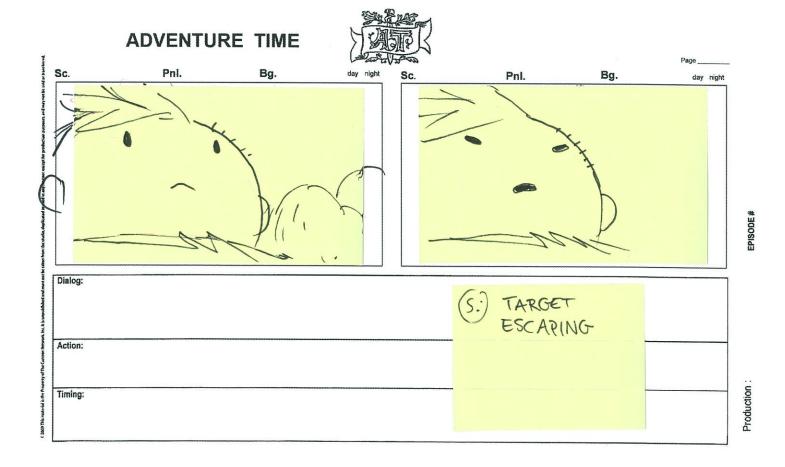
nalog.	
Action:	

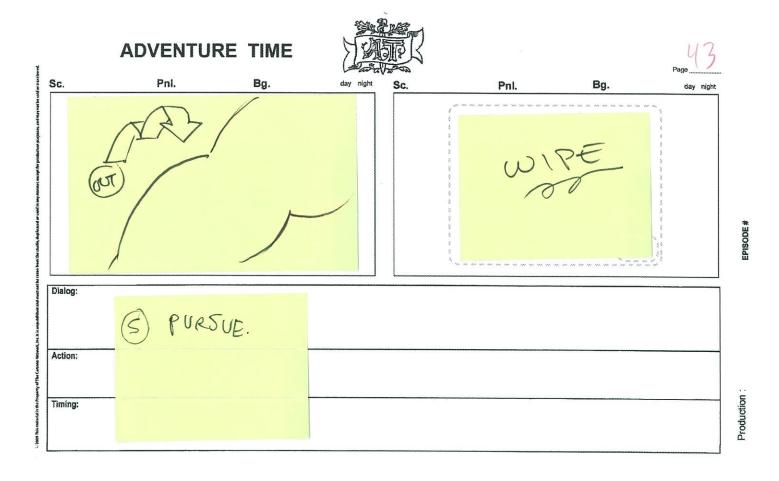
Timing:

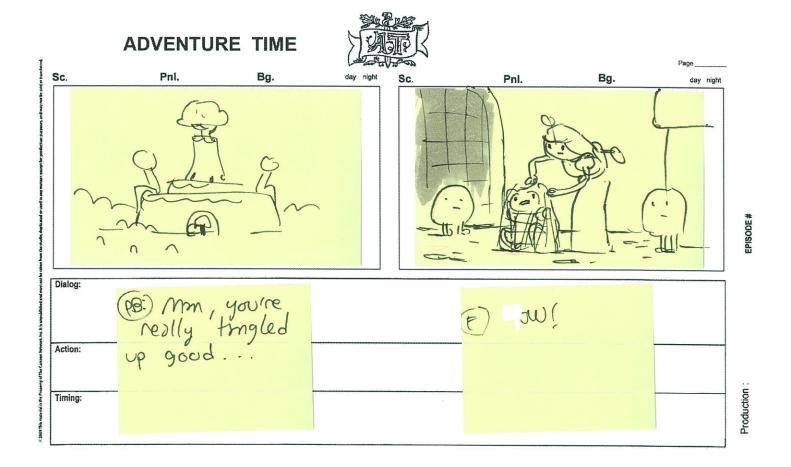


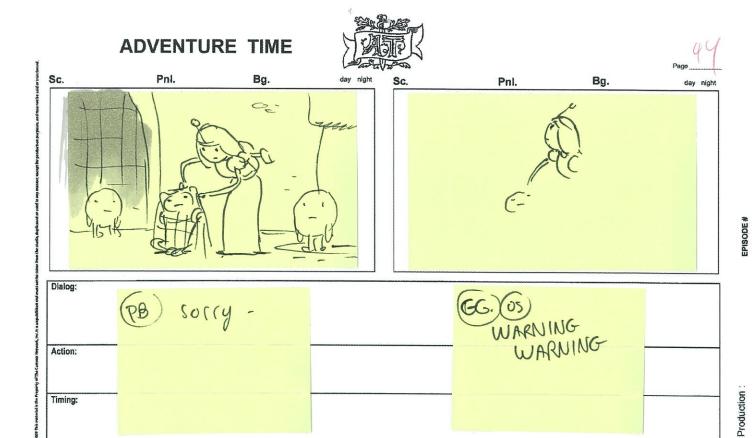


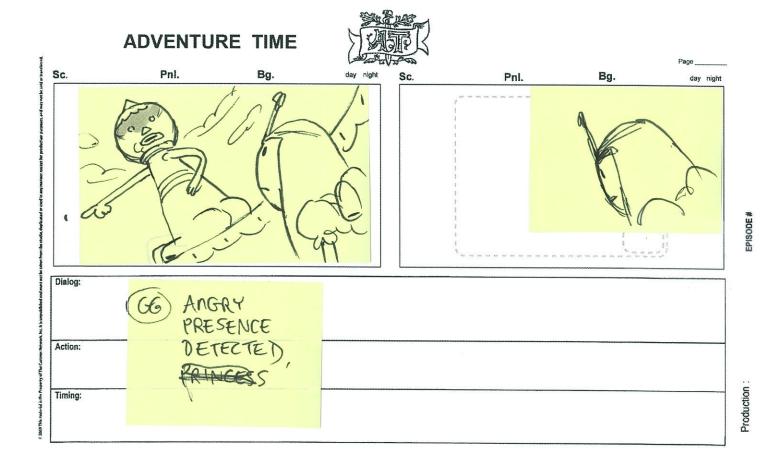


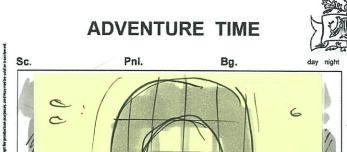






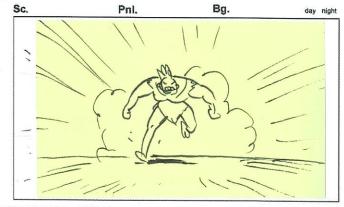










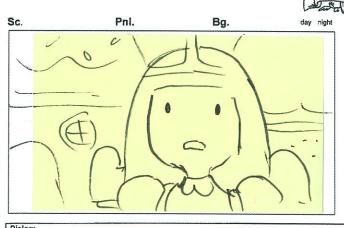


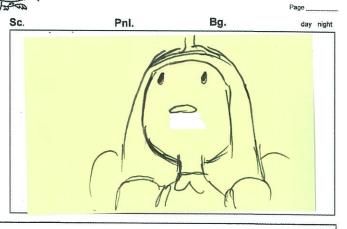


PROS Oh crud..

_

ADVENTURE TIME





Dialog:

PB) Okay I need

you guys to

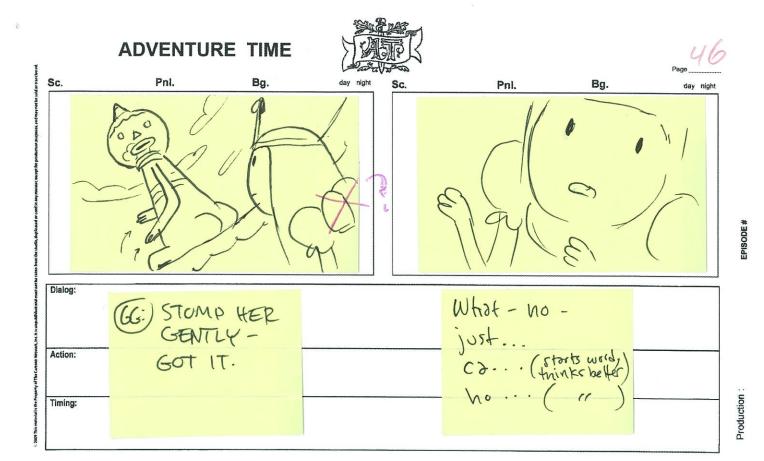
Stop her, but
Susan is our

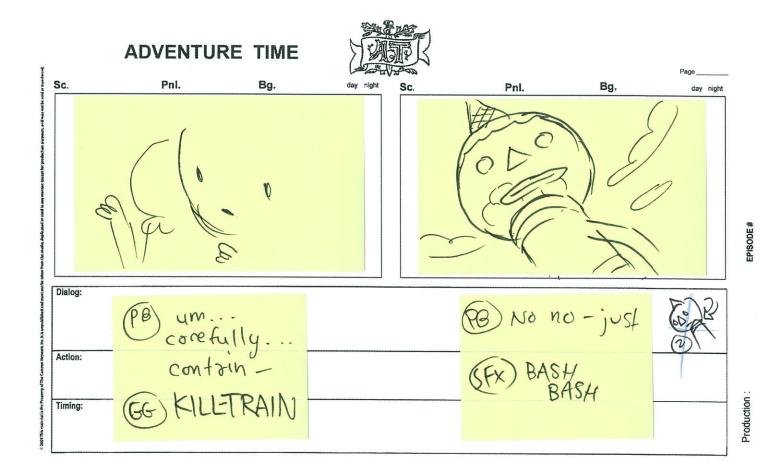
Timing:

Friend,

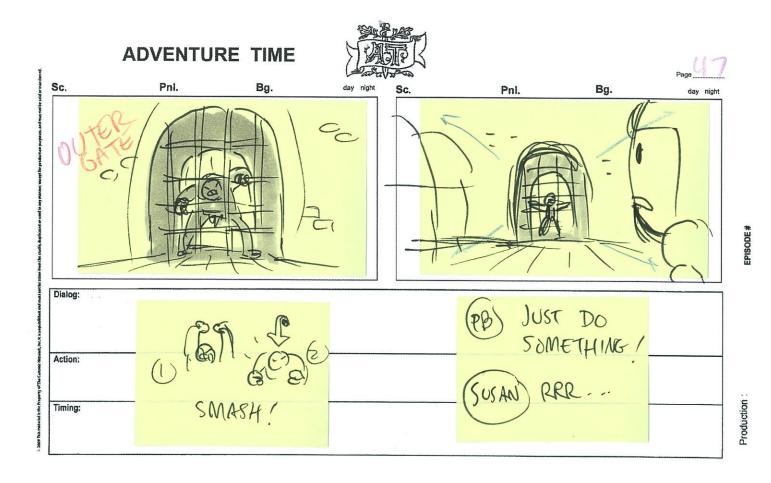
(PB.) so,... Stop her gently.

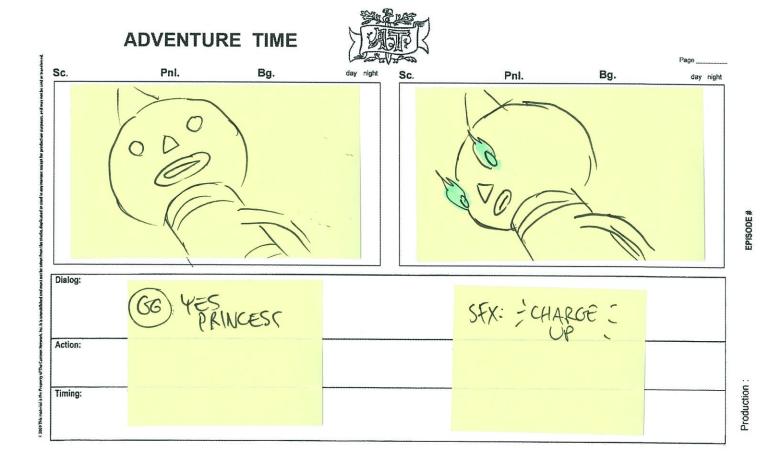
Production:





1.

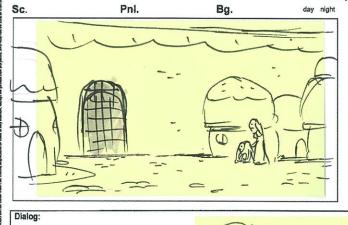


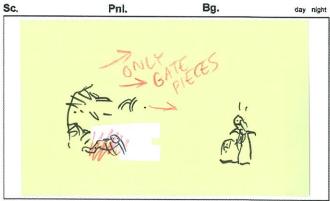


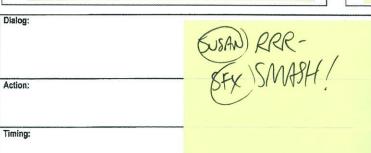
ADVENTURE TIME



Page 48







NATE OF

SIZE

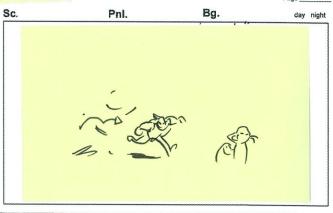
ADVENTURE TIME

Pnl.

Sc.

Bg.





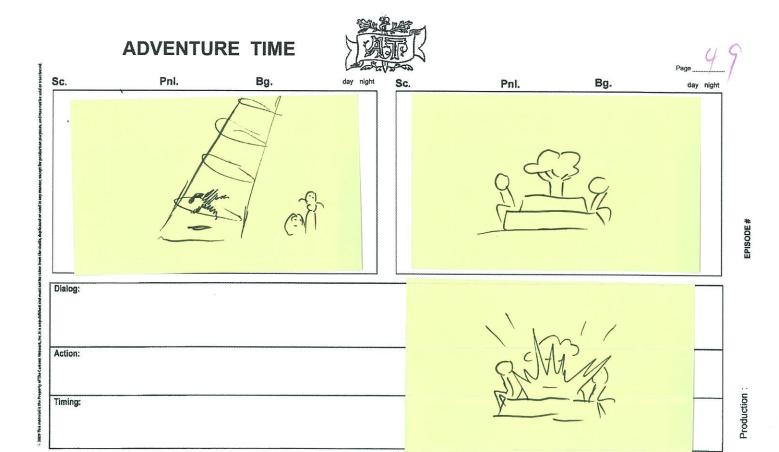
salten frem i biz afudira, diaptica		
Je. 1966. It is suppositived and fourt soft	Dialog:	
reperty of The Carison Metur	Action:	
S. 4009 (89s Callenae is the F	Timing:	

30

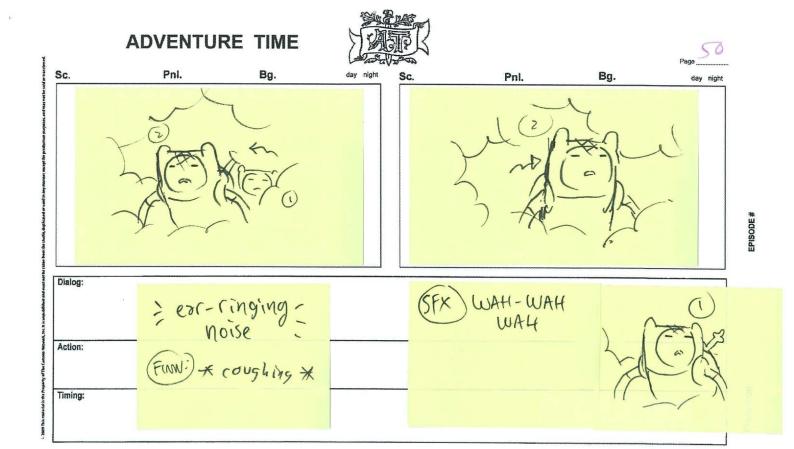
Production:

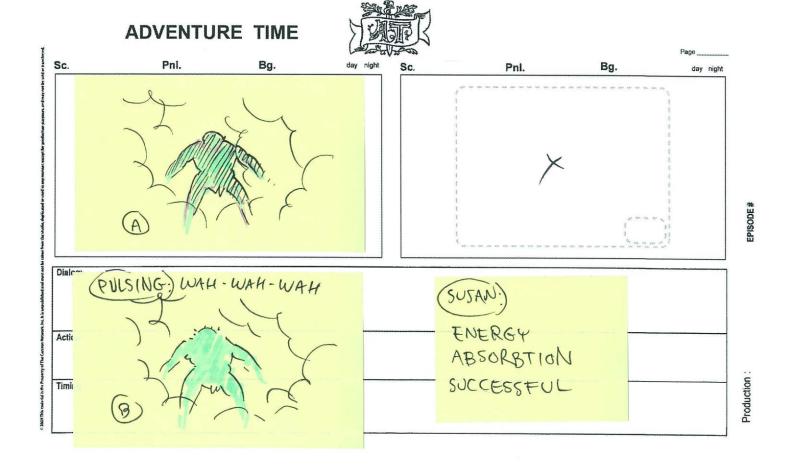
Production:

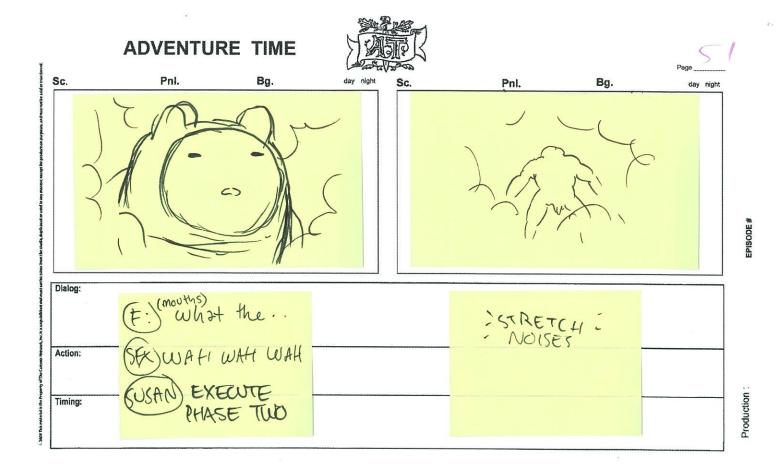
Α

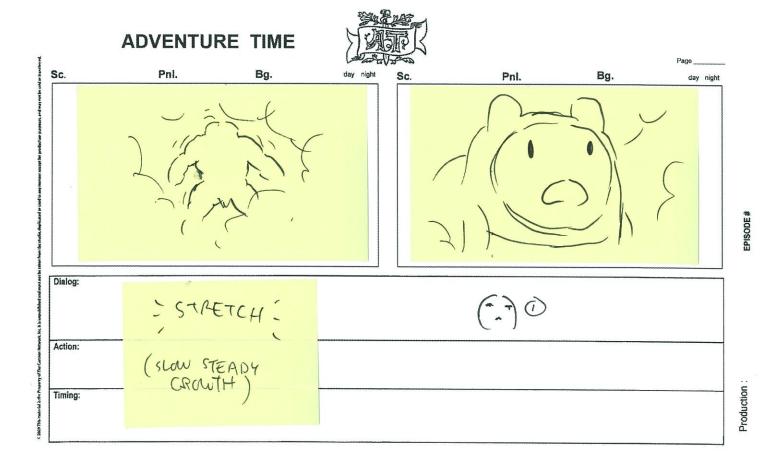


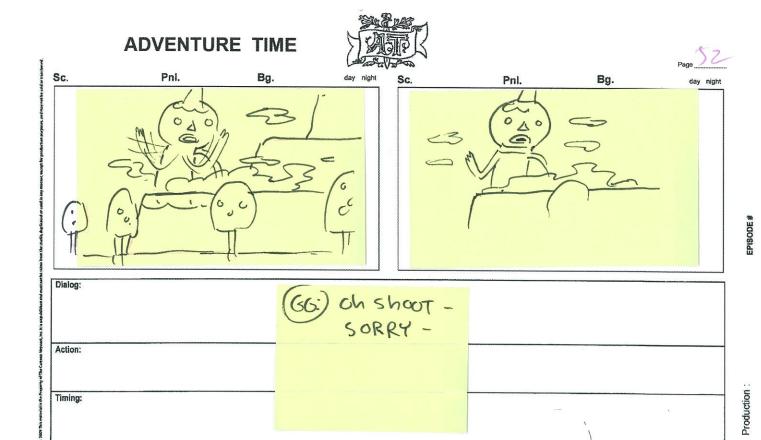
	ADVENTURE	TIME	1295				Page
Sc.	Pni.	Bg.	day night	Sc.	Pnl.	Bg.	day night
					WH(1-	7 €	
Dialog:					- BEXT-	,	
Action:							
Timing:							-

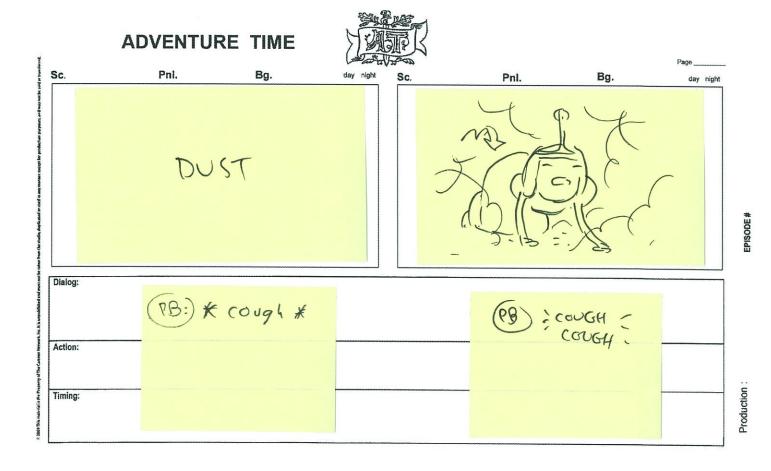


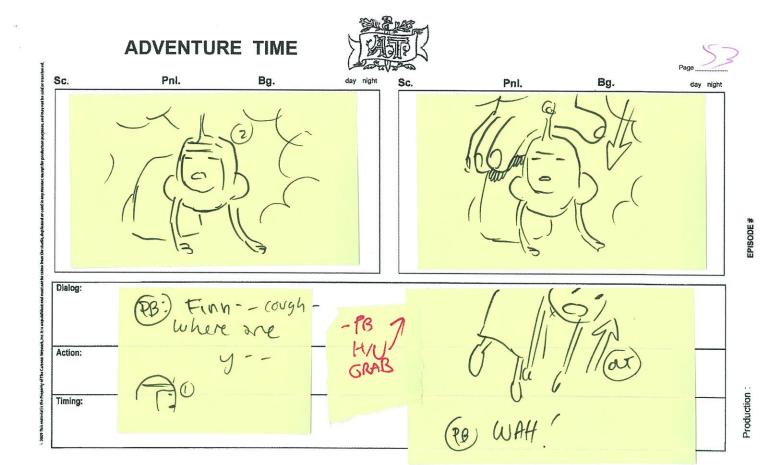


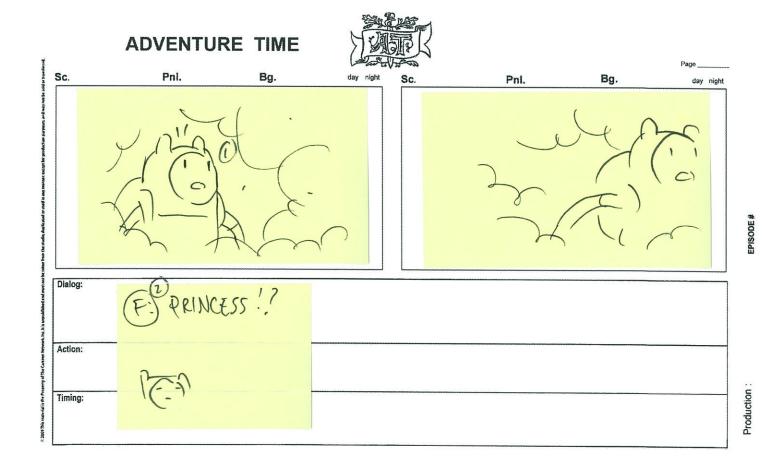


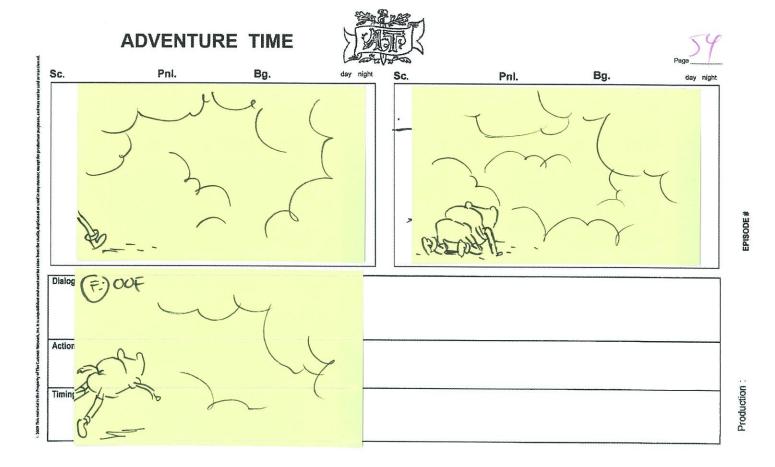


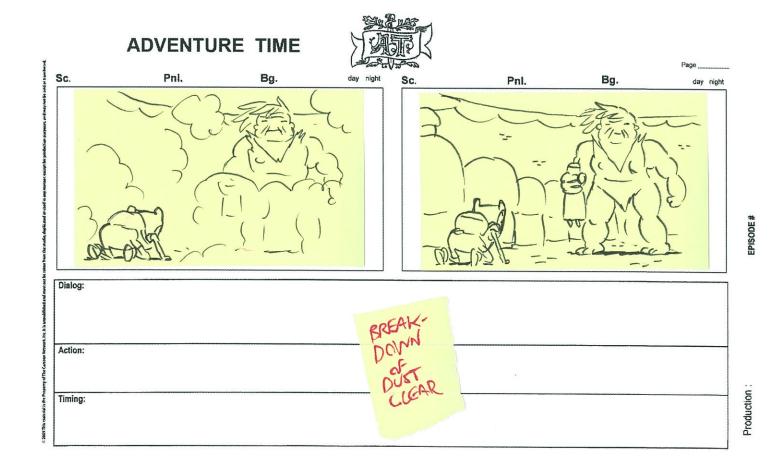


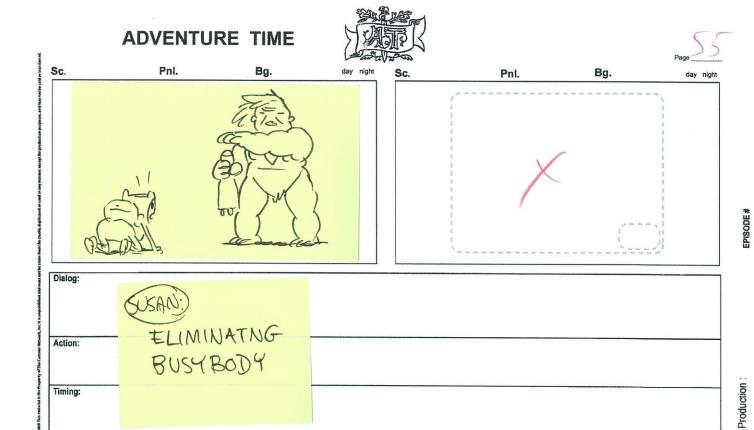


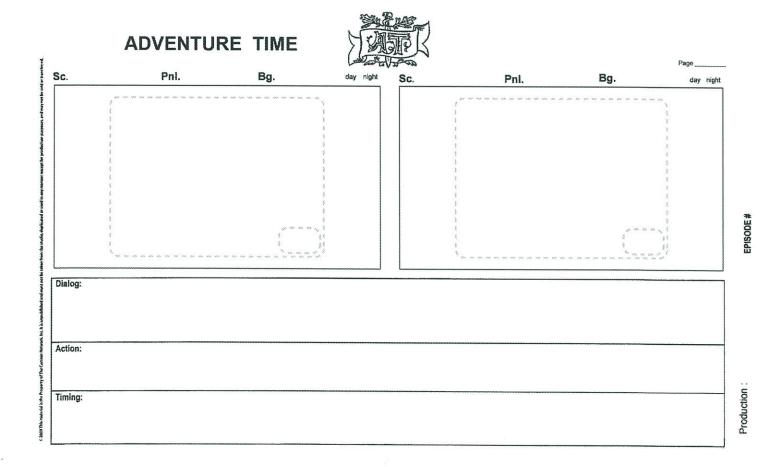


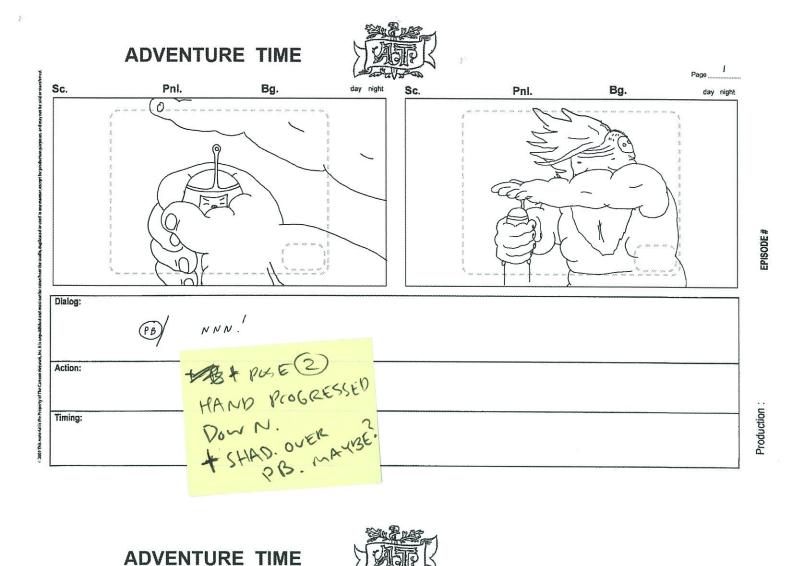


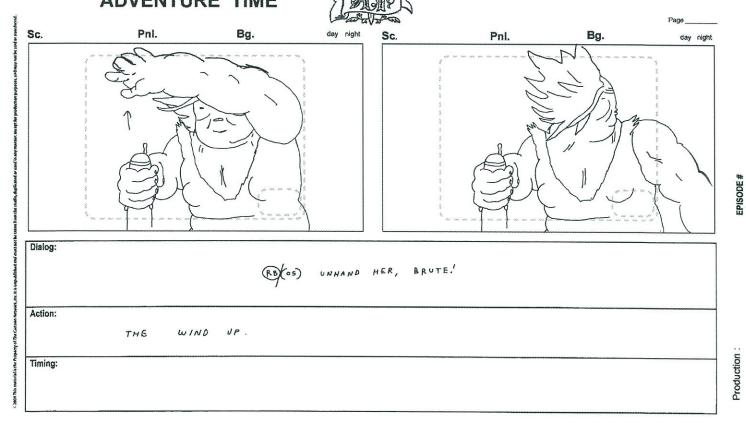


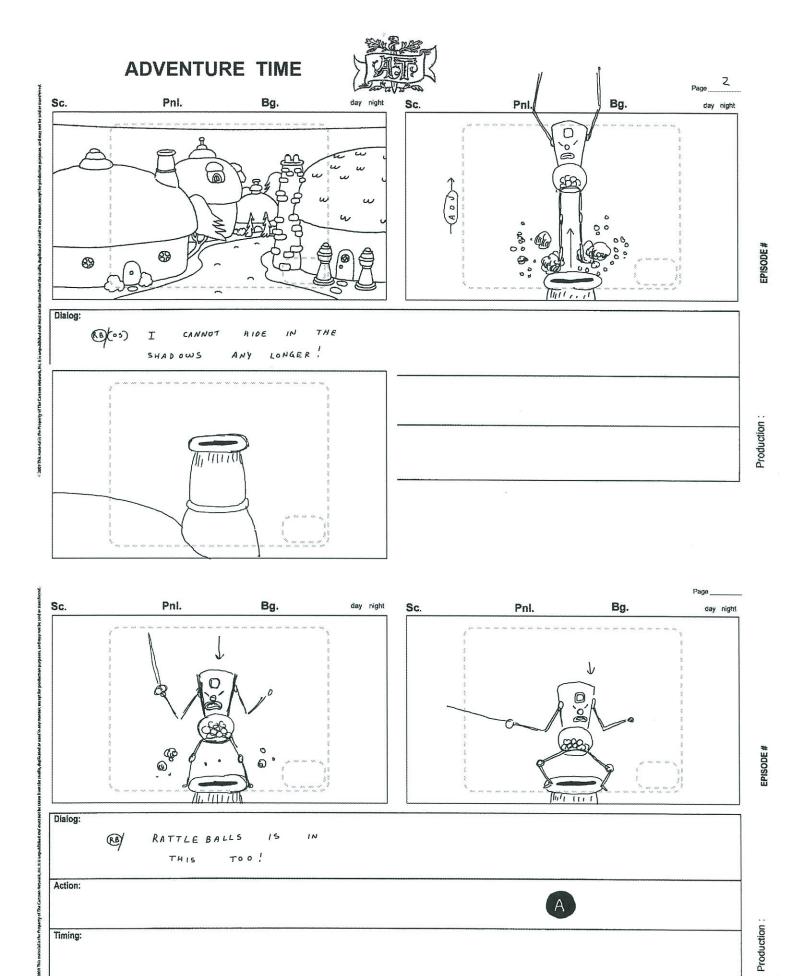


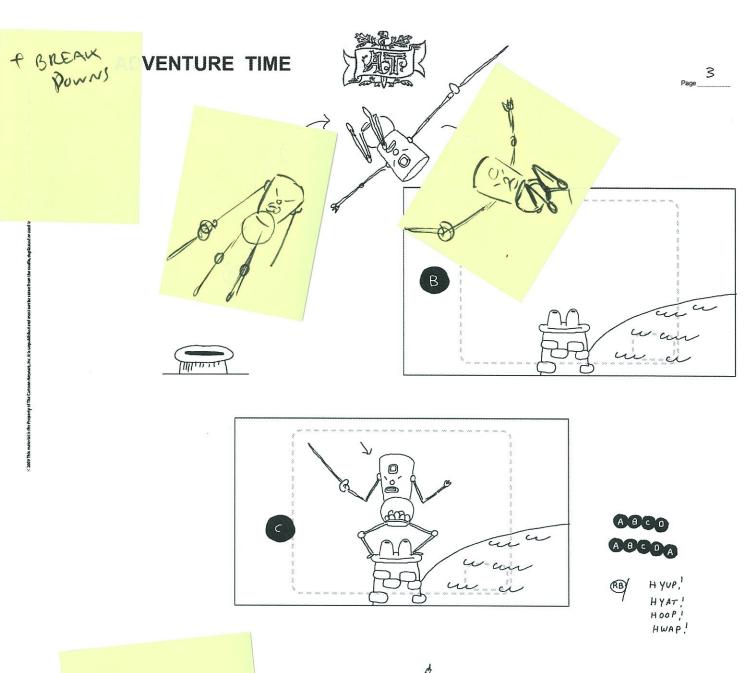


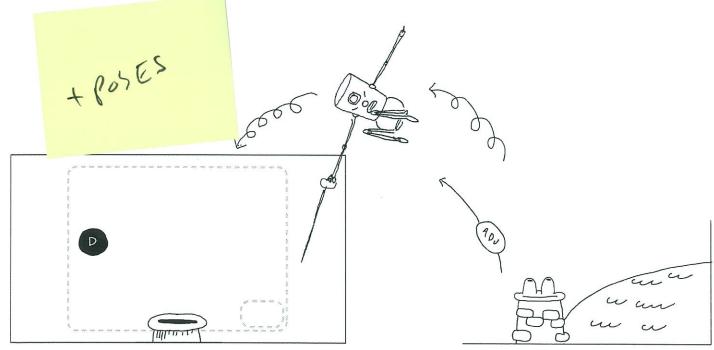
















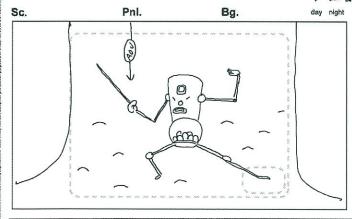
+ 60262

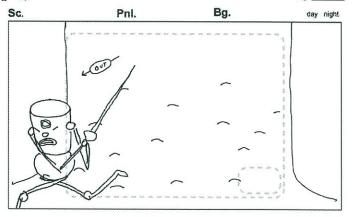
+ INCLUDE
REF. BG
WITH CAM
MOVE ORAWN
OUT. 本级代

4

ADVENTURE TIME







Dialog:

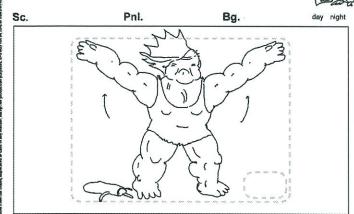
RAAAH!

Action:

Timing:







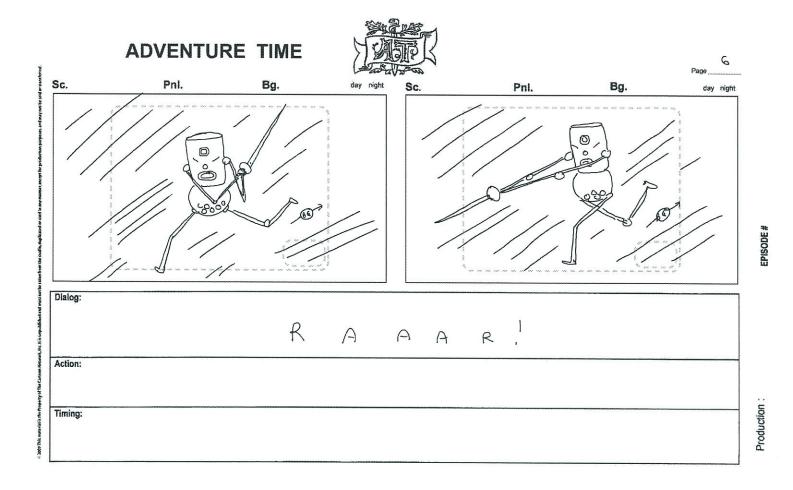
Sc.	Pnl.	Bg.	day night
	,		~ ~ .
	an an		
	2	<u> </u>	*
			4
		To y	* *
	1120	\$\frac{1}{2}\right	8 8
			8
		\sim)	8
	£ /	717	, š
	len Ba	turb (

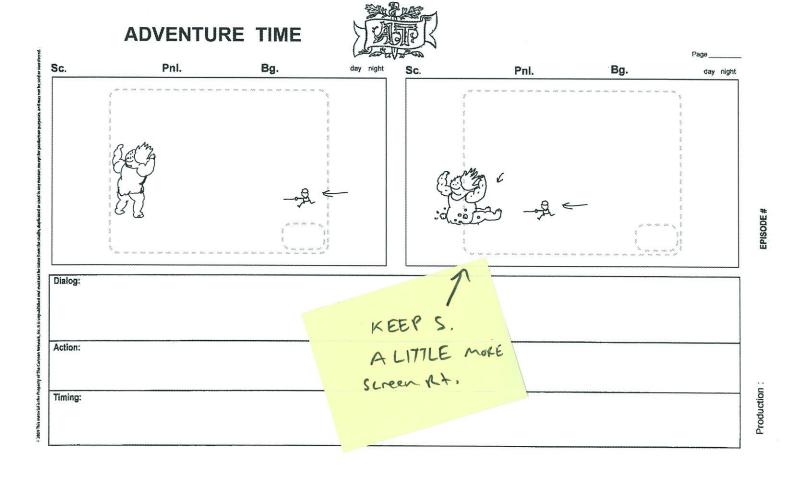
-	7	•	
и	ıa	Ю	g:
-		0.7	9

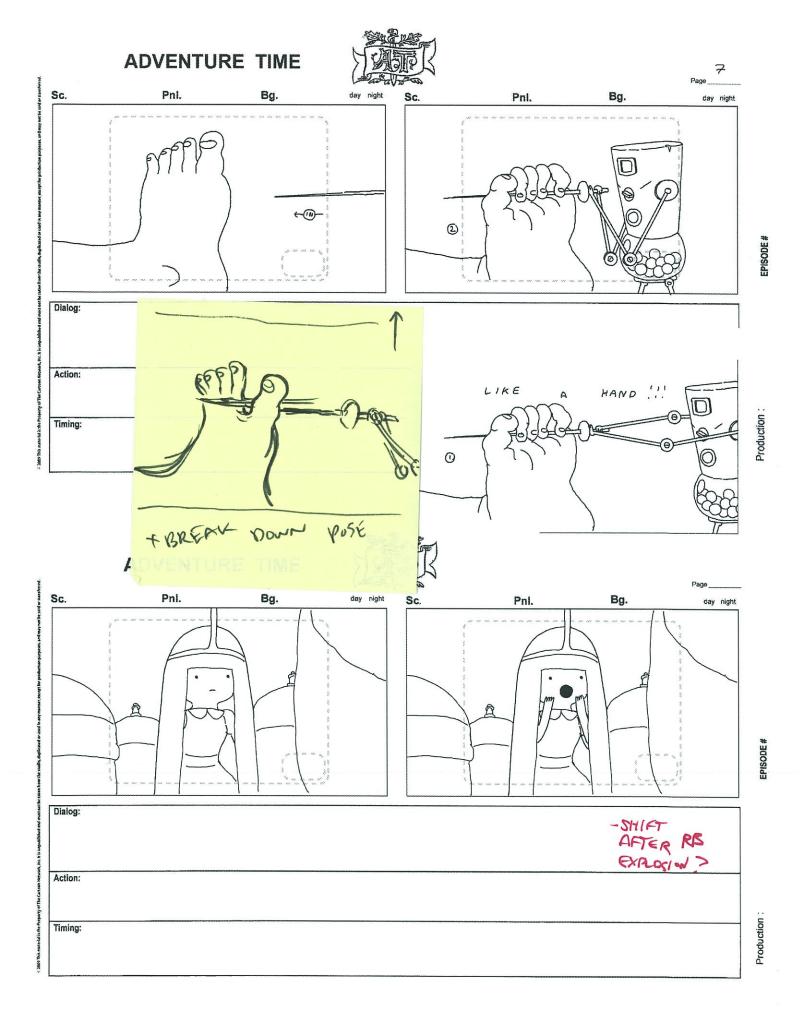
OF RAGAS

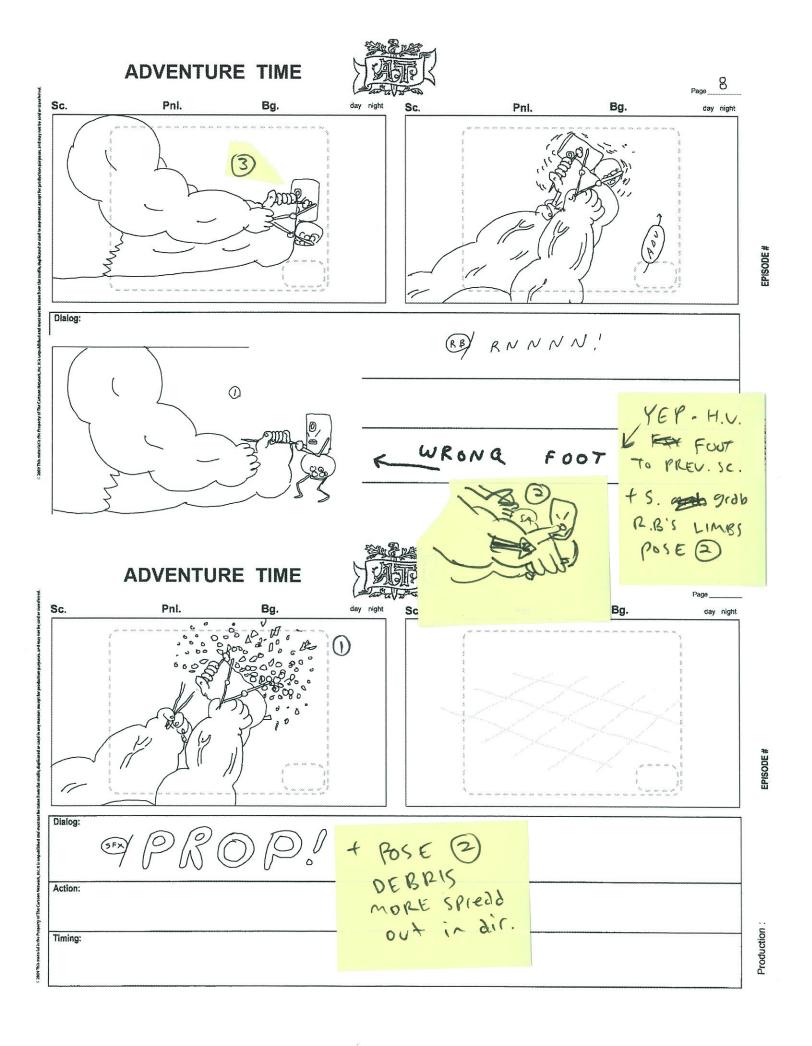
Action:

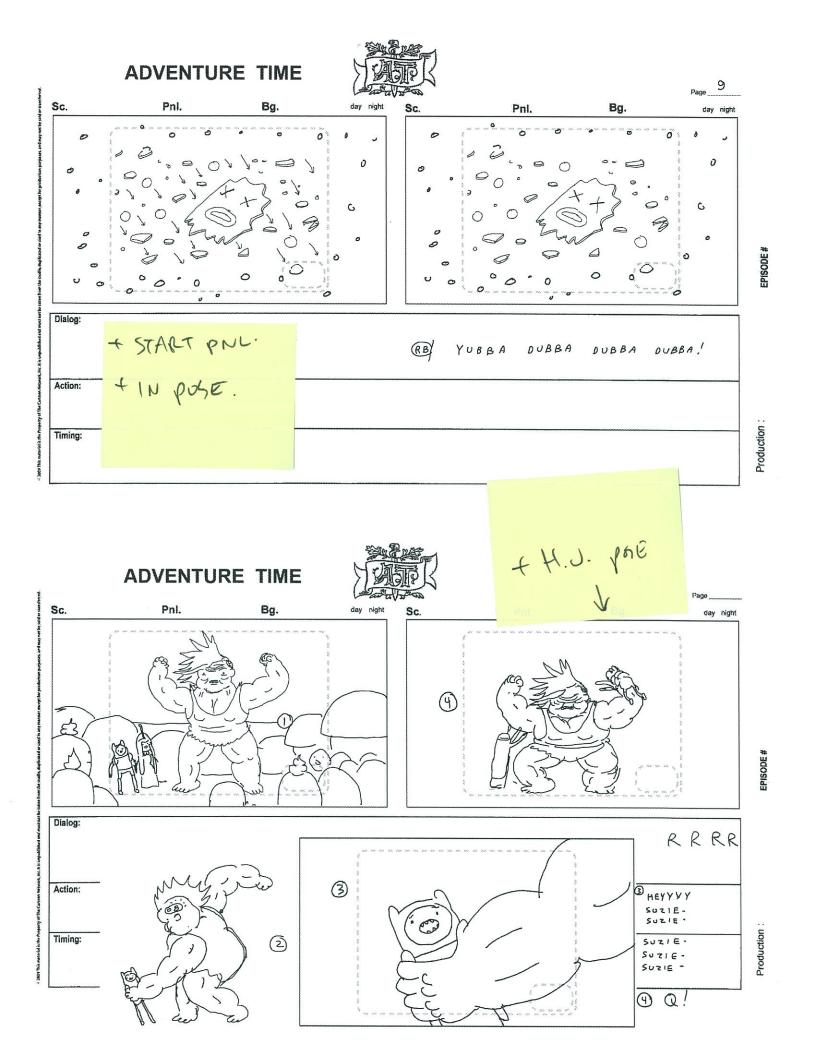
Timing:

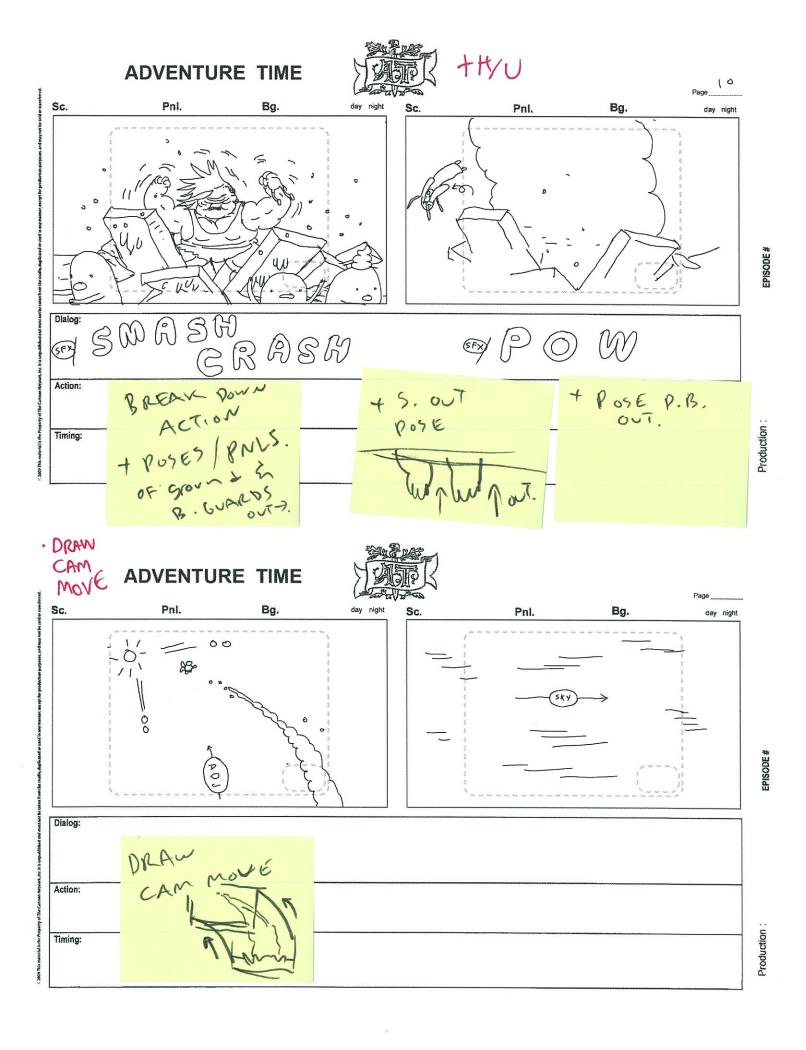












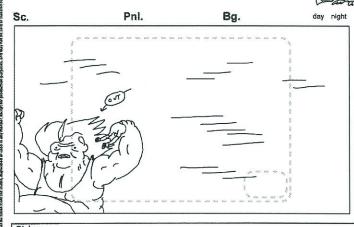


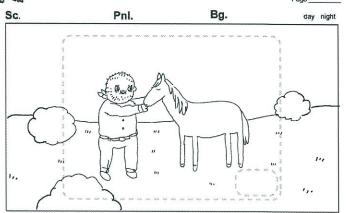






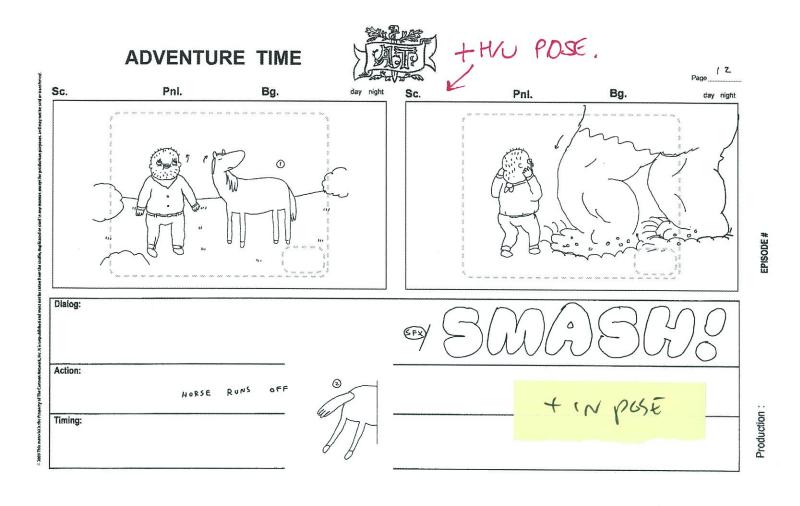


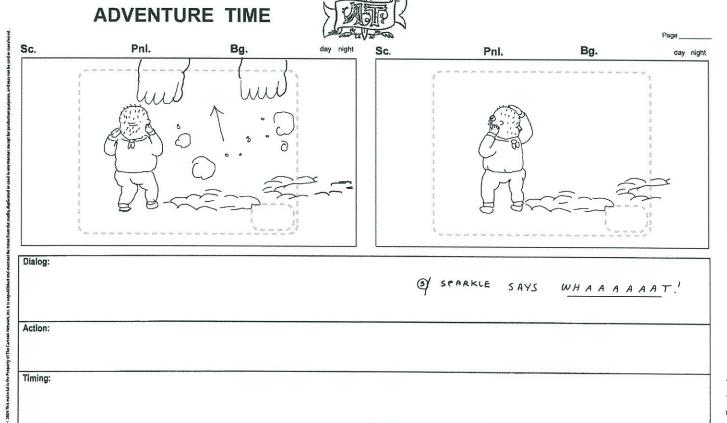




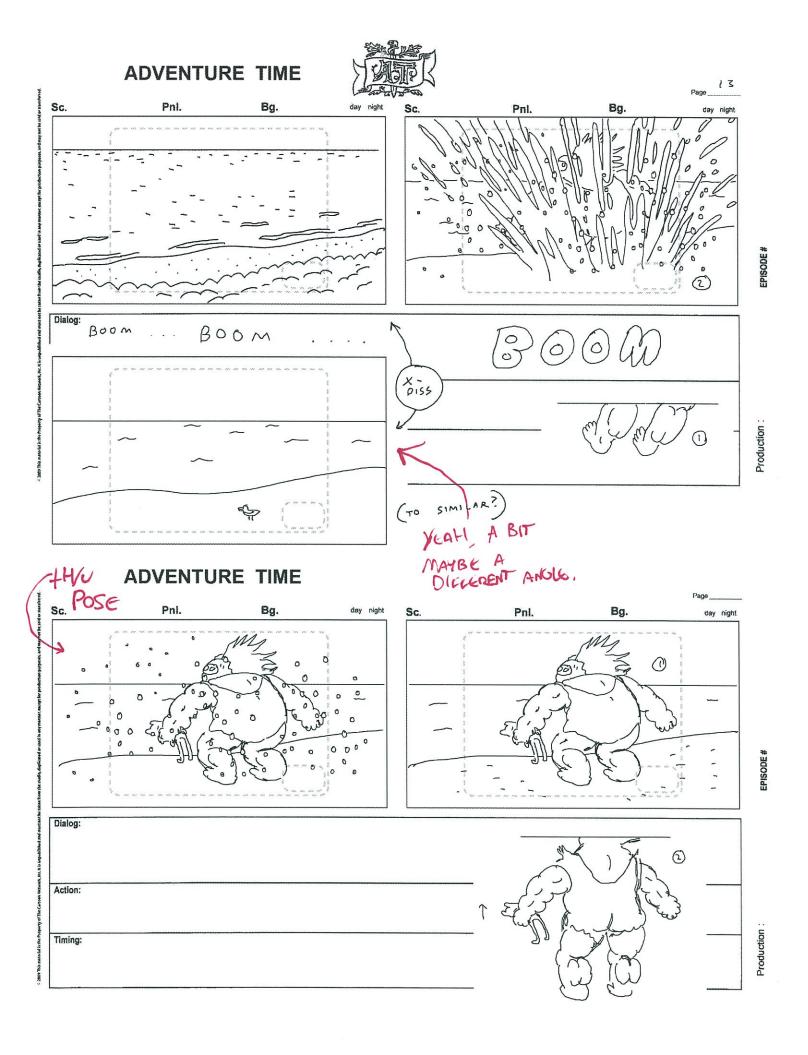
Dialog:		
	⑤ /	зи н н
Action:		
ACTION:		
Timing:	***************************************	

HOOSE





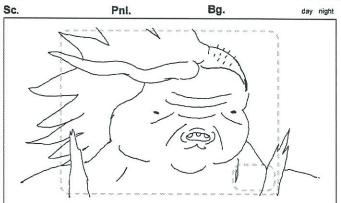
PISODE #



ADVENTURE TIME



Sc.	Pnl.	Bg.	day night
			A con cor son on cor cor son on cor son on cor son on cor son son cor son
Dialog:			

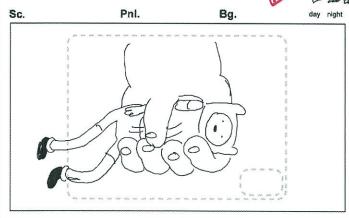


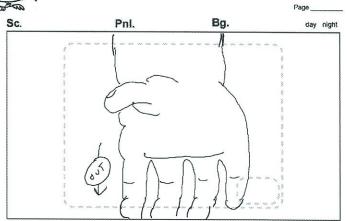
Dialog:	
Action:	
7WWW	
Timing:	
14mm3	

· FIELD WIDER

ADVENTURE TIME







L		
Dialog:		
	F SUSAN IS THERE	
	SUSAN IS THERE SOMETHING YOU WANT TO	
Action:	TALK ABOUT.	
Timing:		

PISODE #

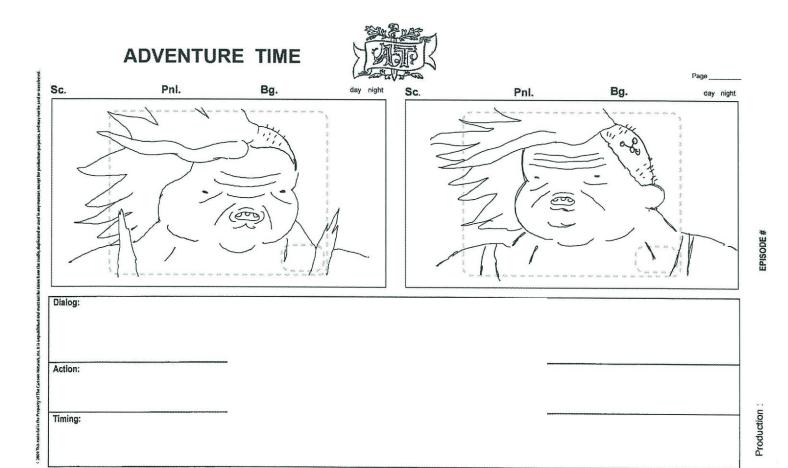
EPISODE #

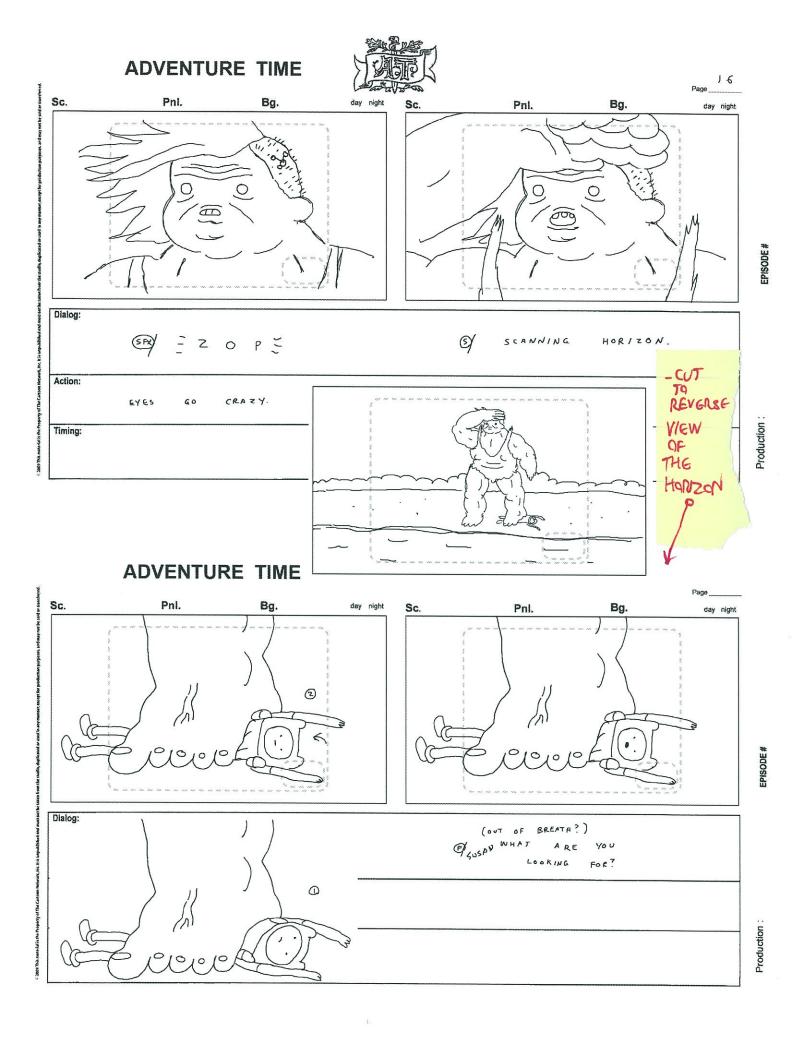
Production .

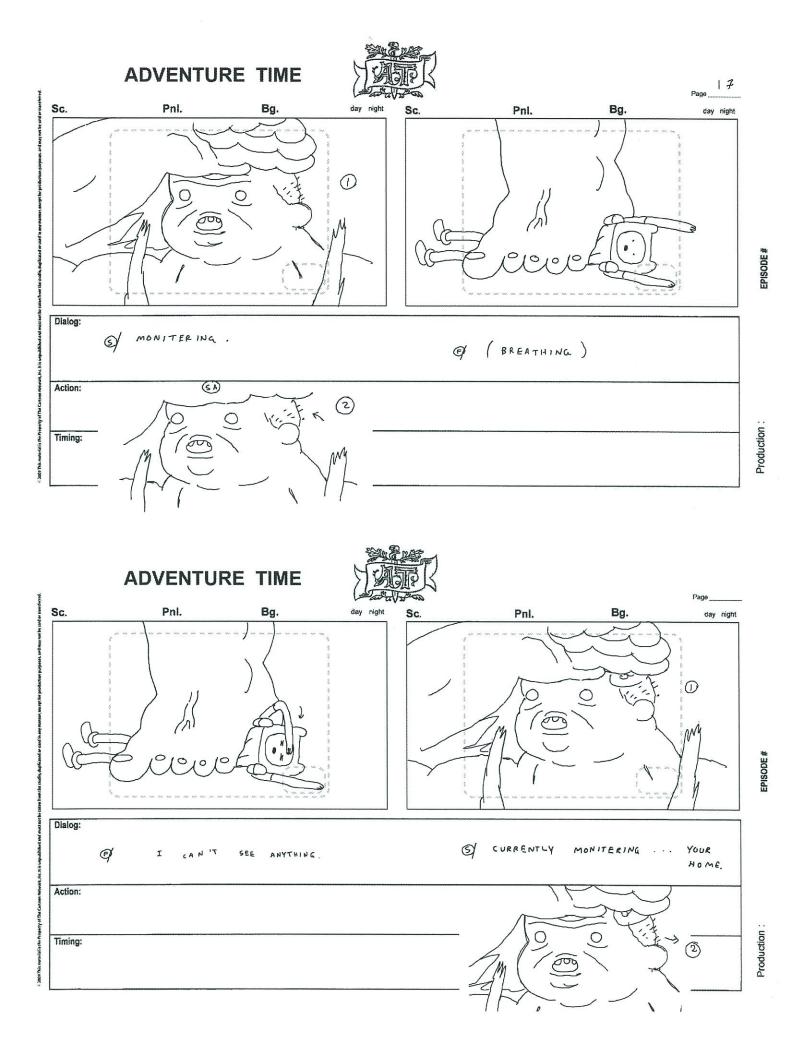
ADVENTURE TIME Sc. Pnl. Bg. day right Sc. Pnl. Bg. day right Dialog: (C) SUSAN? Action:

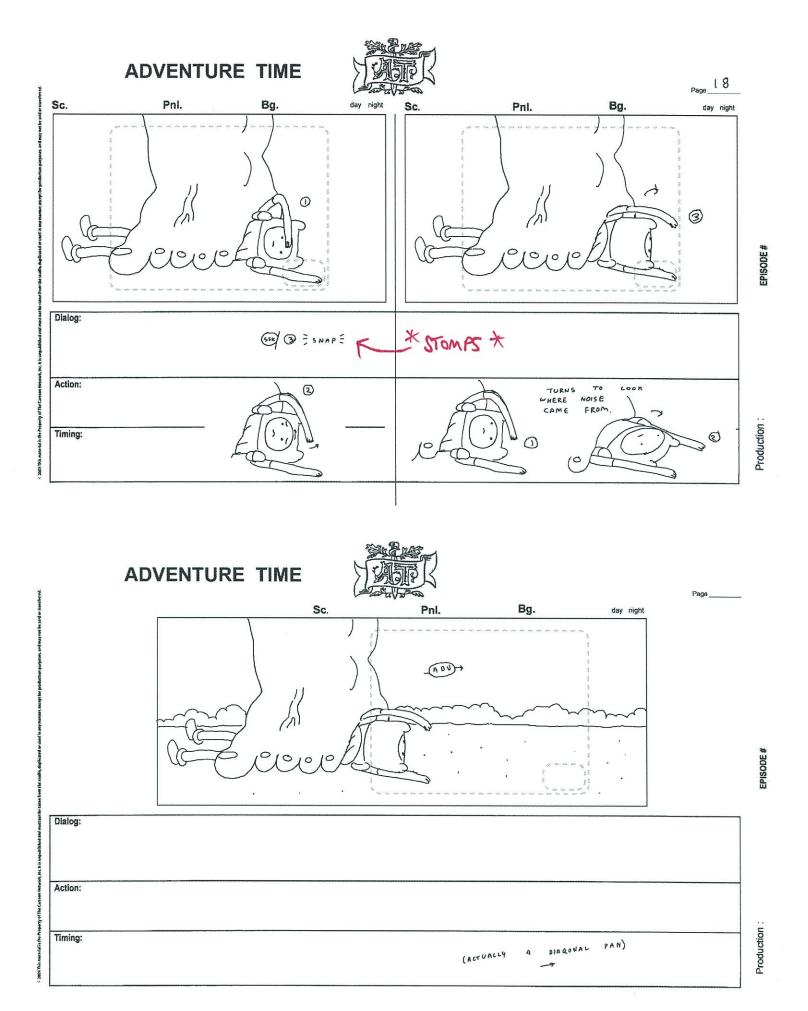
Timing:

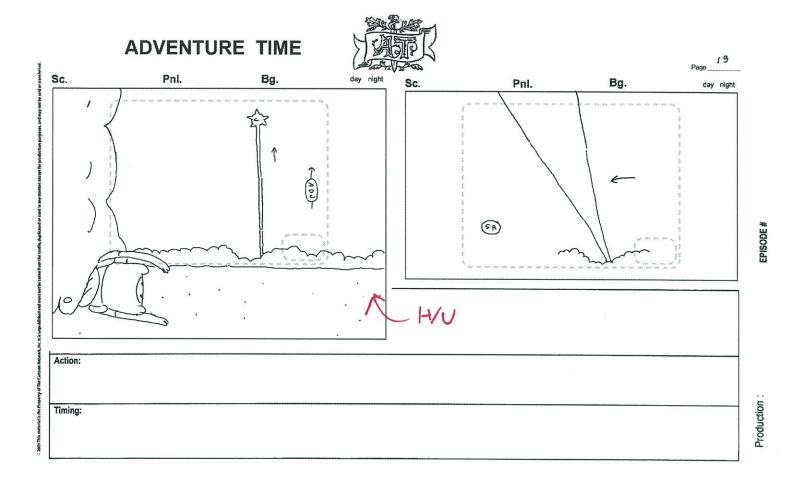
EPISODE#

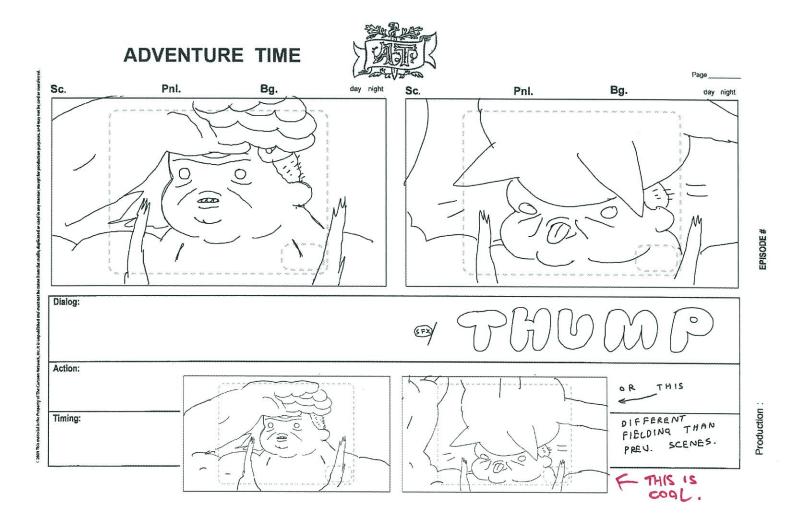


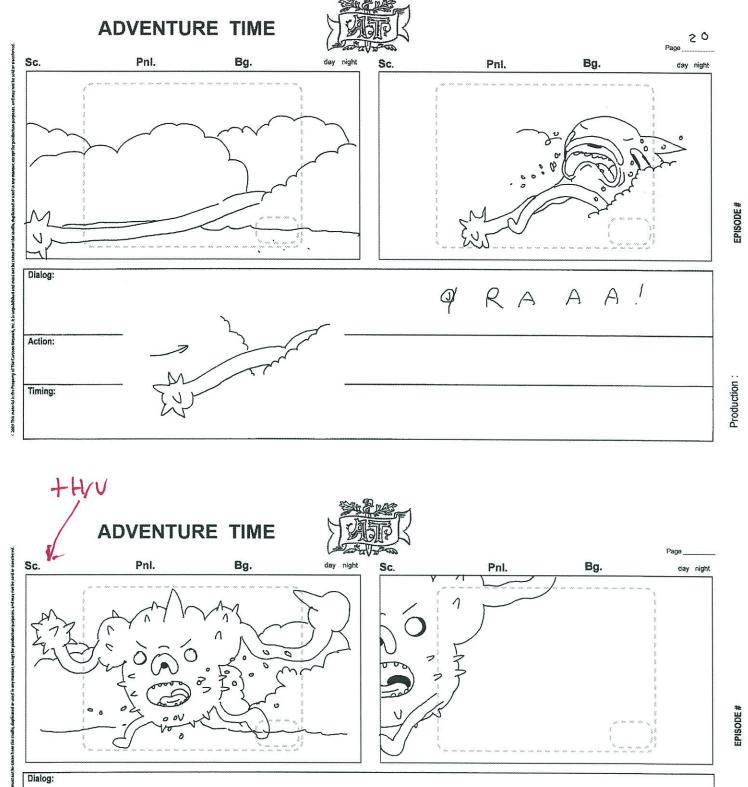










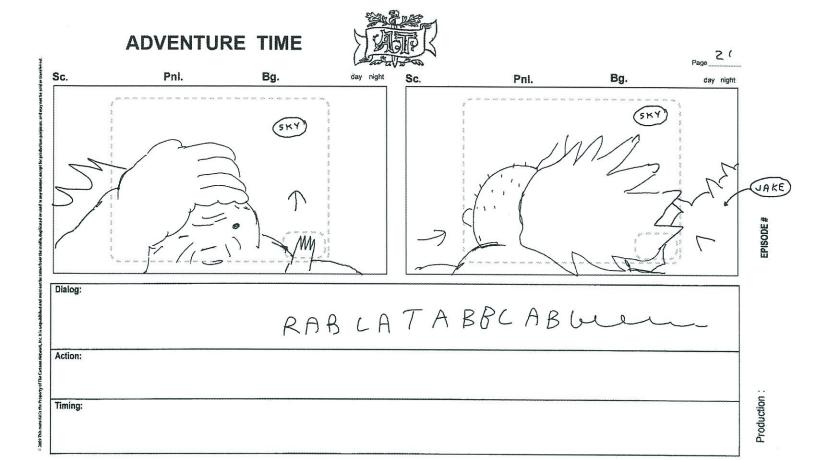


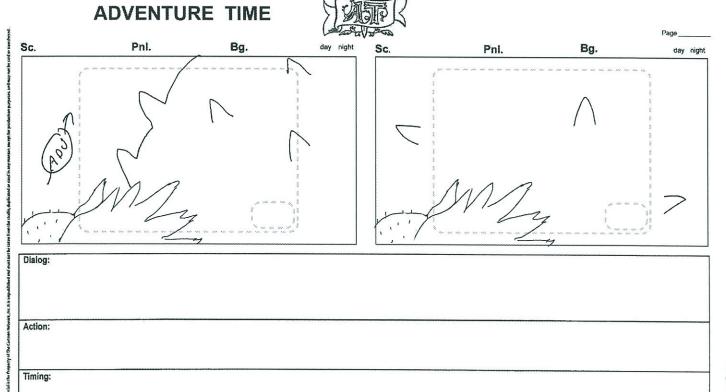
WAUGHO GLEAT OFFA MULAH BROFTHARK...

Action:

(GET OFFA MY BROTHER!)

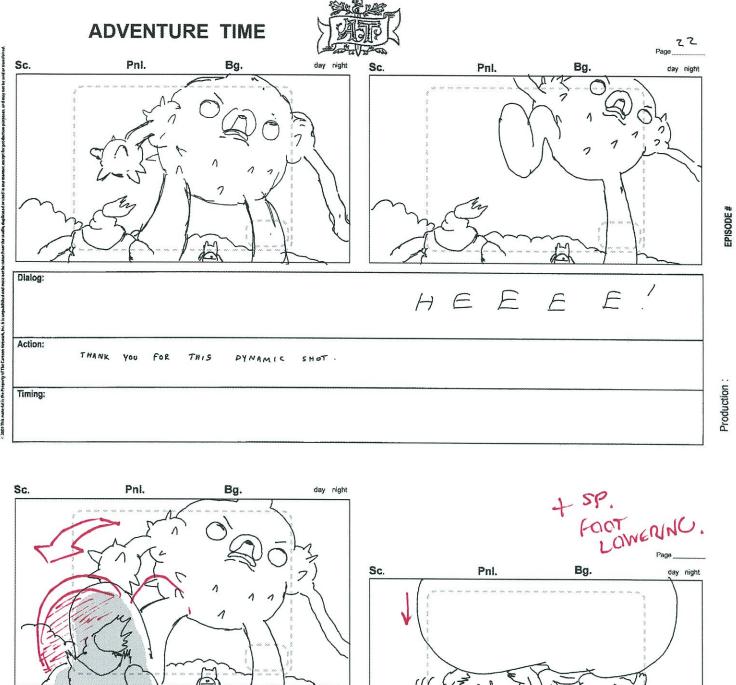
Timing:

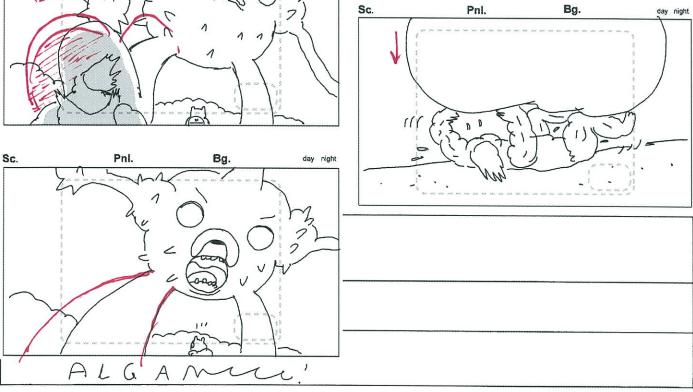




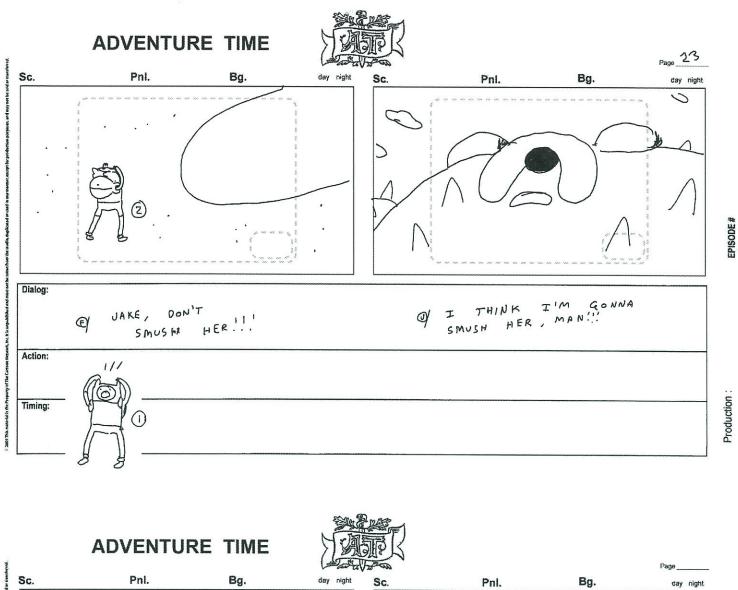
PISODE

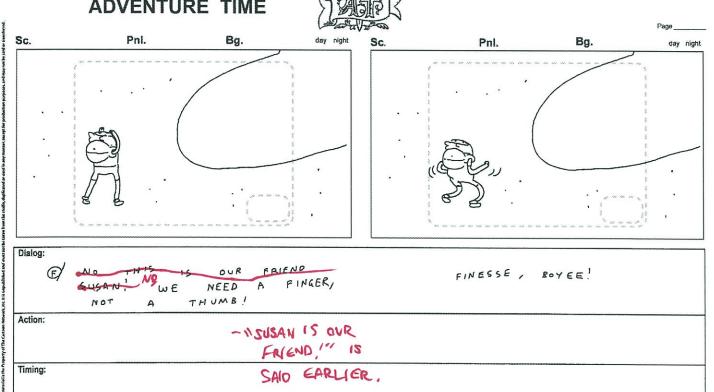
-roduction :





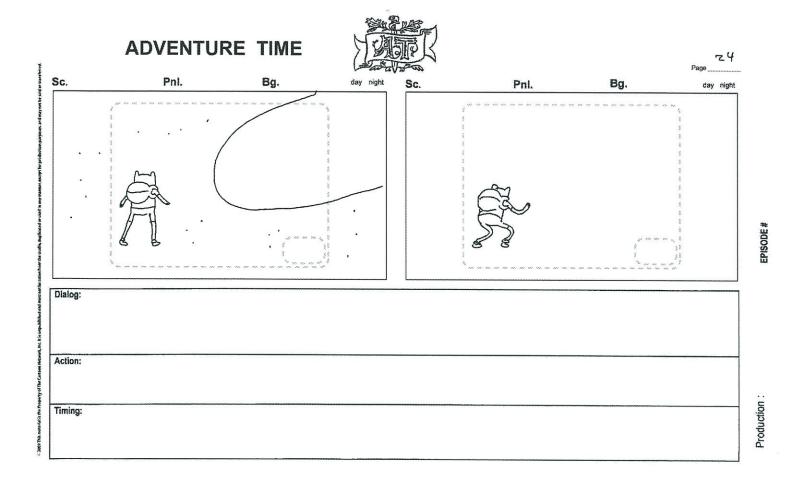
EPISODE#

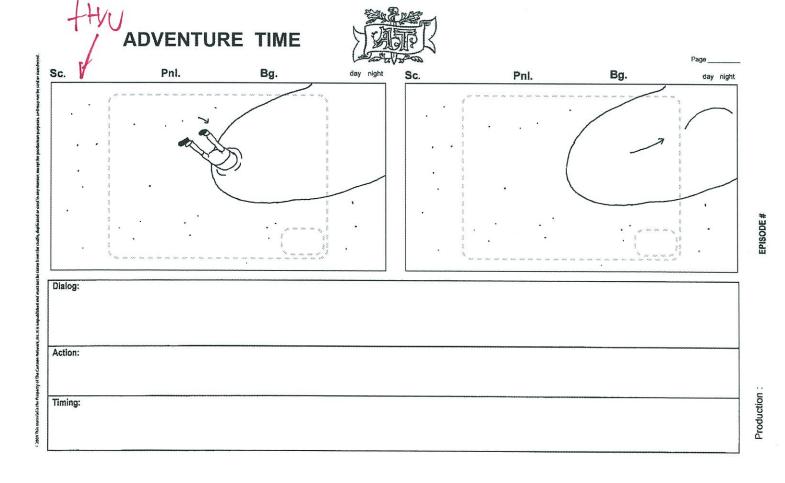




Production:

EPISODE#

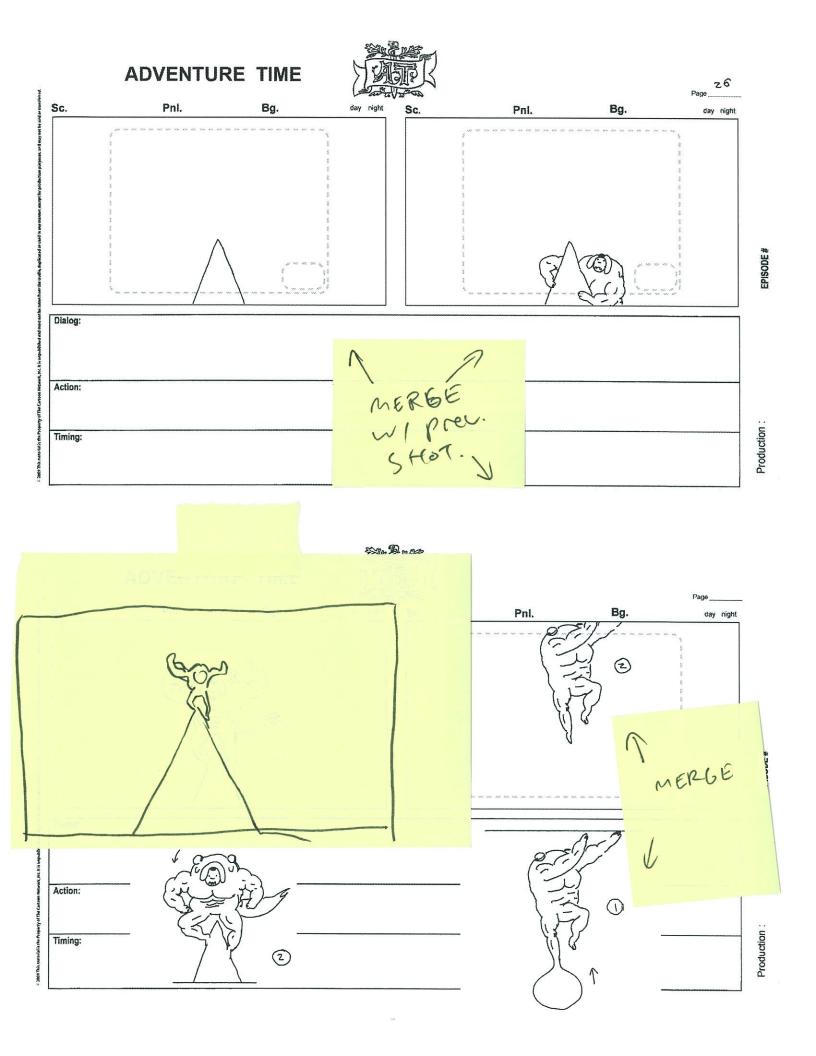


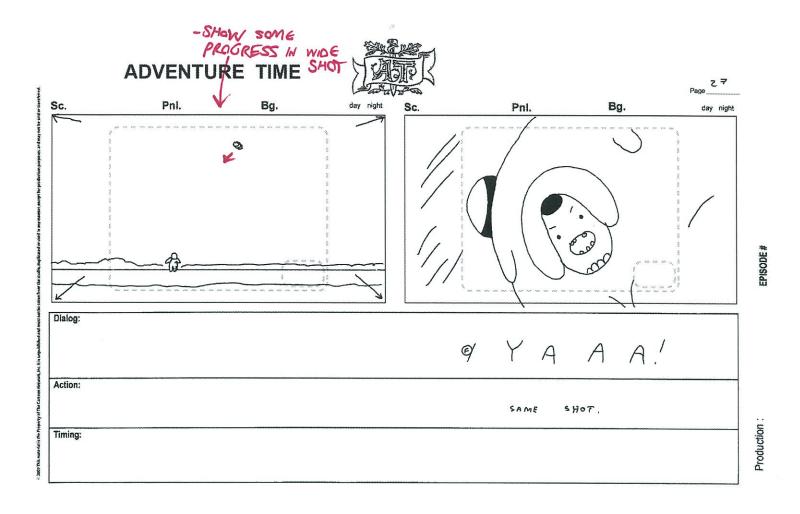


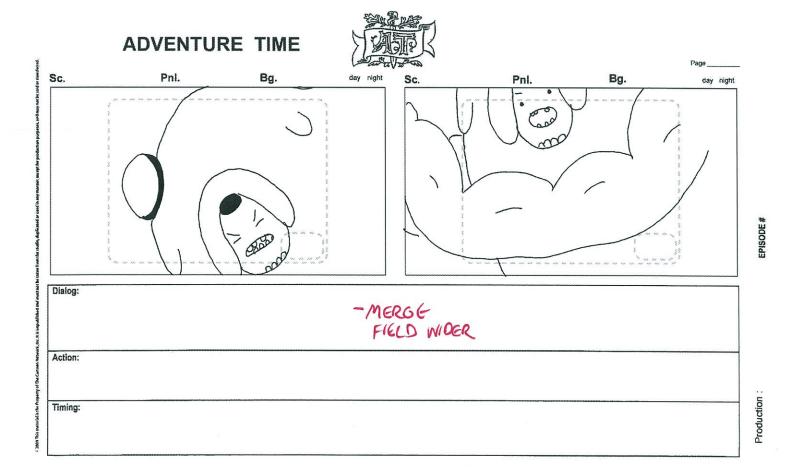
70.00

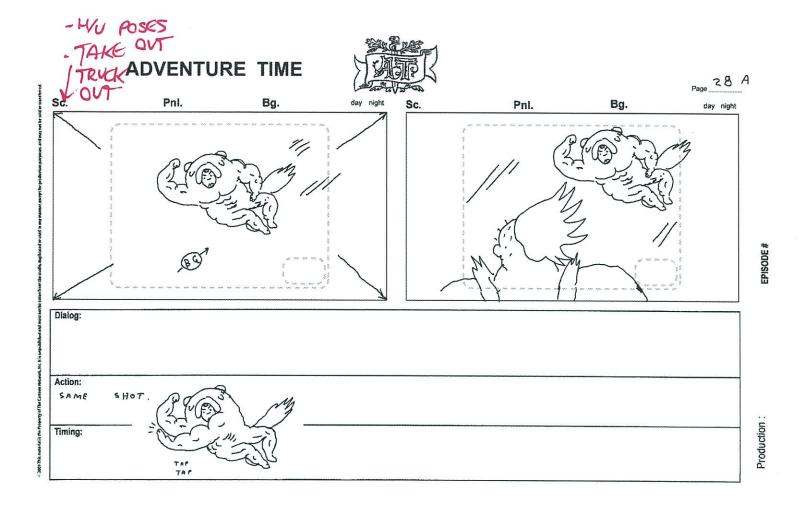
roduction

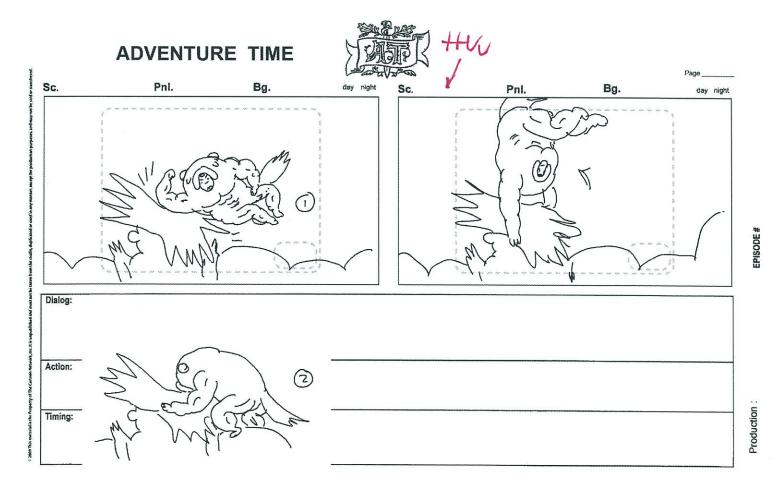
FPISONE #

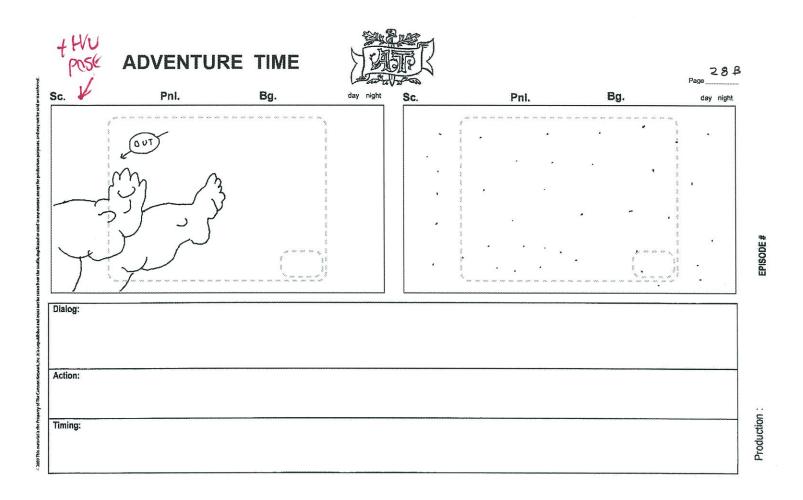


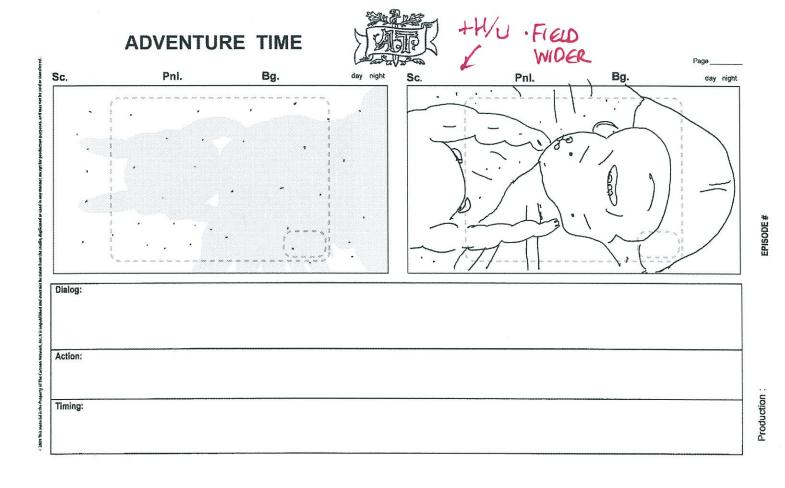












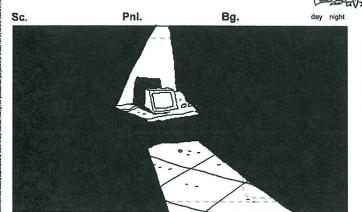
Production:

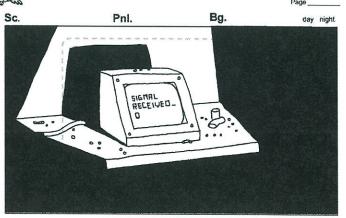
EPISODE #





ADVENTURE TIME





Dialog:	

Action:

Timing:

BEET.

BEEP .

(F)

BEEP.

IM P LANT

BEEP.

ON A PRINTER

BEEPIN!

Action:

FLASHING.

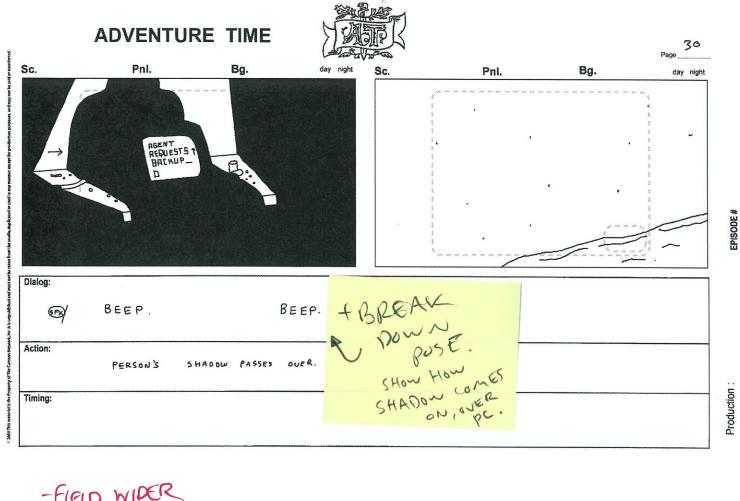
Timing:

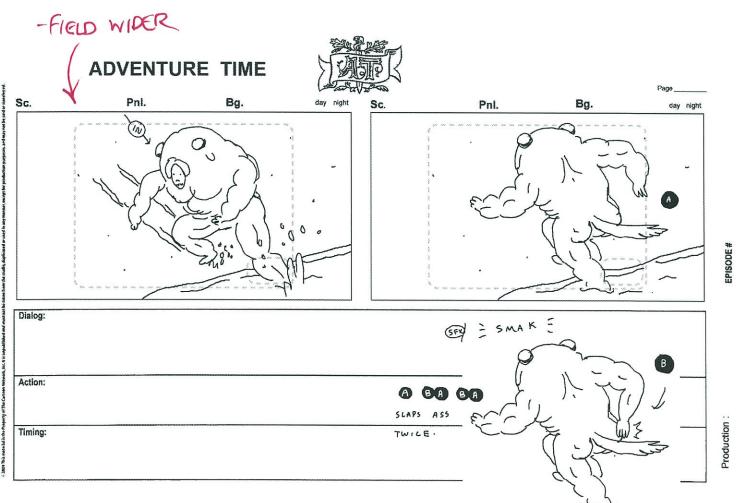
· ·

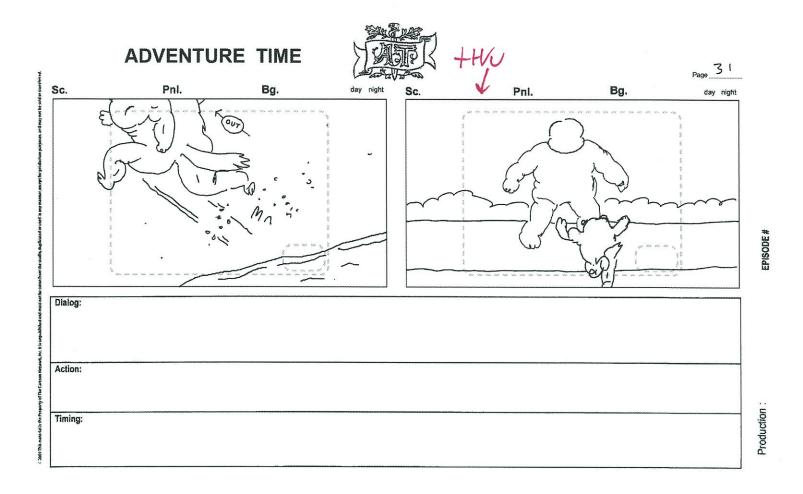
Production:

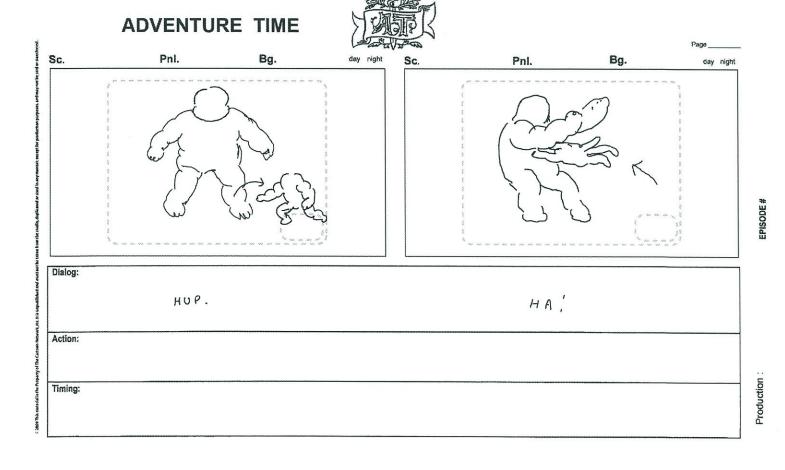
PRINT ING.

-5



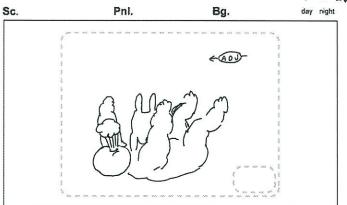


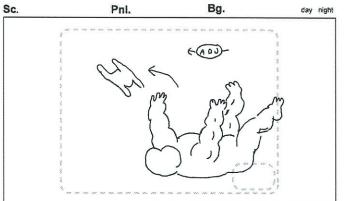




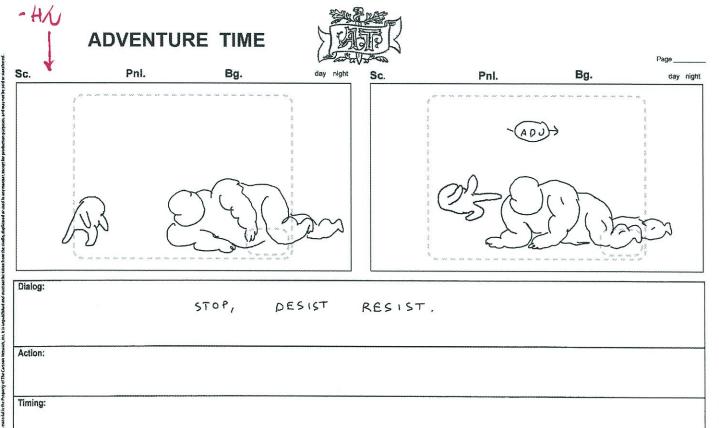


Page 32





	~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
Dialog:	
Action:	
Timing:	

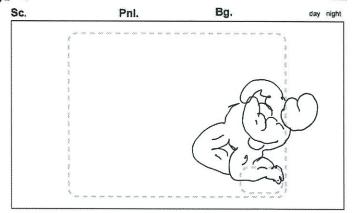


EPISODE #



33

Sc.	Pnl.	Bg.	day night
	40 00 00 00 00 00 00 00 00 00 00 00 00 0	C NO NO OC OC OC NO NO NO NO NO NO NO	
			3
			ě
			8
	8		8
	1		¥
	1		8
			\$
	1	-	8
			*
	()		\$
	(> %	\exists $ $ $ $	8
			\$
	100	111	8
		AN IN	n.
	<u></u>		* * \
			~\
	,	· · · · · · · ·	
	*****************	· · · · · · · · · · · · · · · · · · ·	a. 1859
L			



Dialog:

3

DESIST

Action:

Timing:

Production:

Page ___

EPISODE#

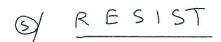
ADVENTURE TIME



Sc.	Pnl.	Bg.	day night
		· · · · · · · · · · · · · · · · · · ·	***
	-(A 0	v)→	200 000 00
			90 90 90
		W > >	0
	£1)(=		* * * * * * * * * * * * * * * * * * * *
	3 \$ ***		- 1

Bg.	day night
*	- 1
\sim	
(1	- 1
	7
	1
	6 A
1) ~ 1	1
(1)	1)
)]
1 -) [-	-/
~~ 6.76	2
20 (1)	`)
NO EN C	・ノー
, , , , ,	
· · · · · · · · · · · · · · · · · · ·	

Dialog:





AAHI

Action:

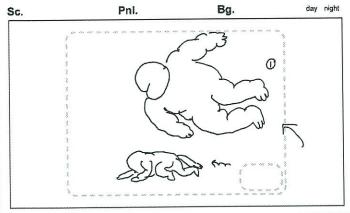
Timing:

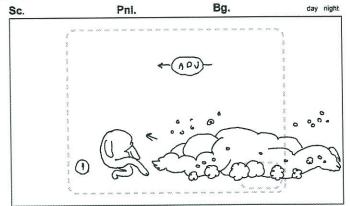






Page 34





Dialog:

ENDO, IMEAN,

Action:

Dialog:

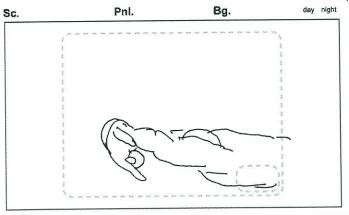
ORIGINAL DIALOGN

Timing:

ORIGINAL DIALOGN

ADVENTURE TIME



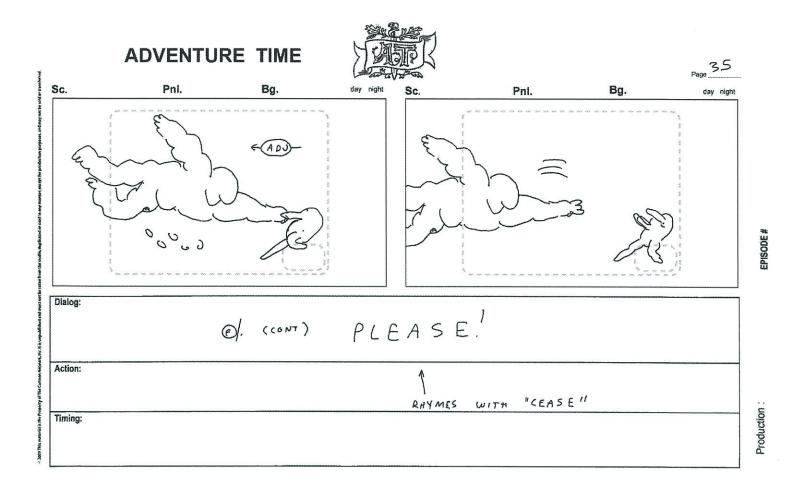


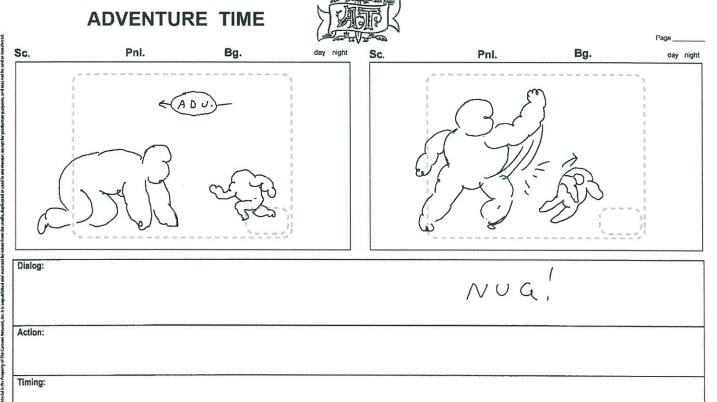
Sc.	Pnl.	Bg.	day night
		APJ P	

L				
Dialog:				
	ϵ	CEASE	-	
	4			
	·			
Action:				
Timing:				
t antion 26.				

EPISODE #

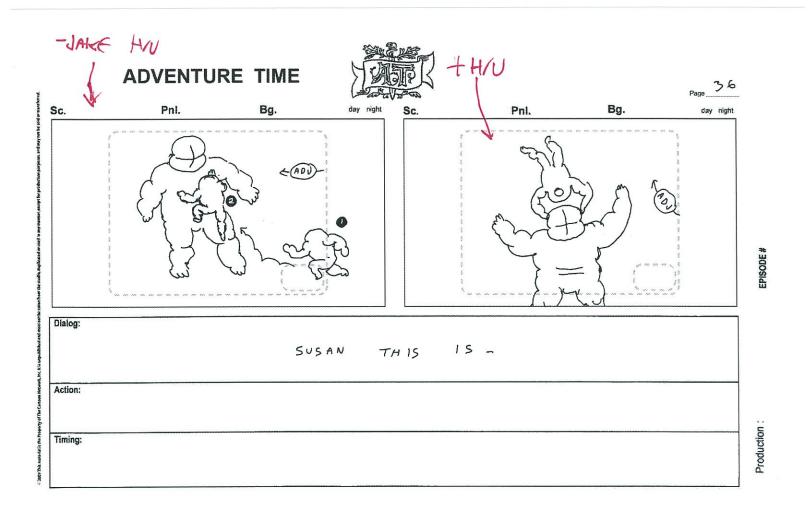
Production:

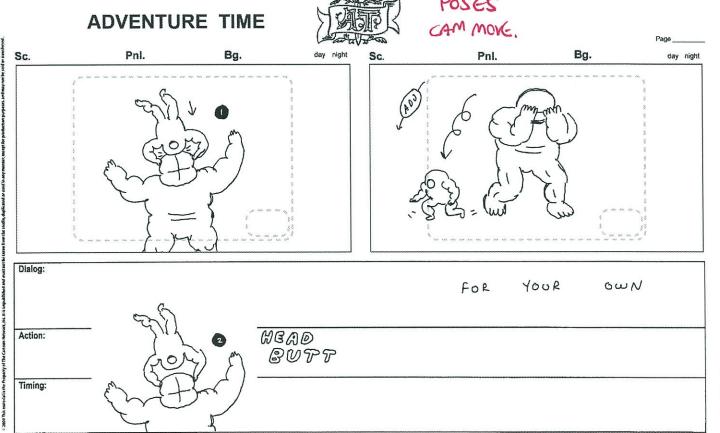




EPISODE#

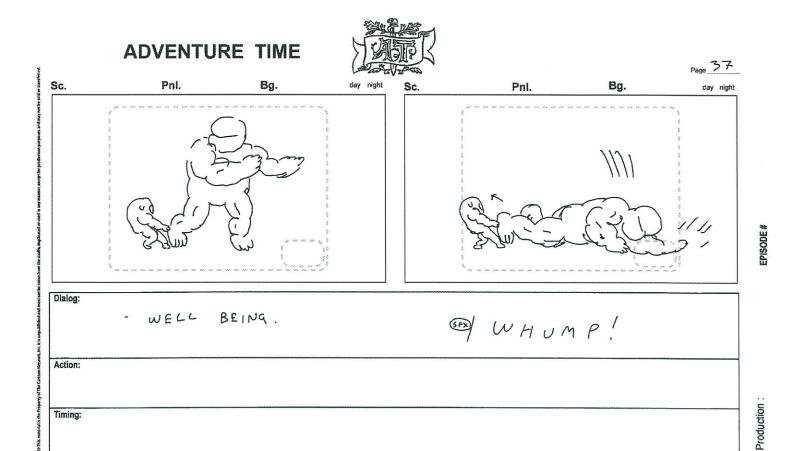
roduction .

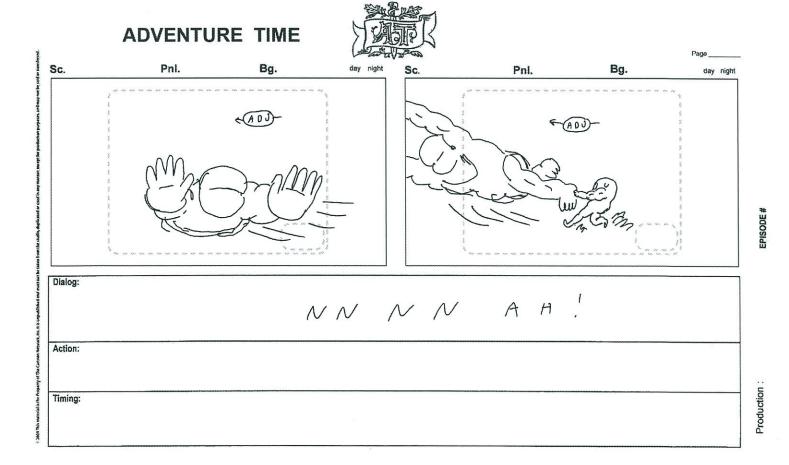




EPISODE#

roduction







+WU

38

Sc.	Pnl.	Bg.	day night
,	40 to to 10 10 00 00 00 to to 10 10 00 0	0 300 300 400 000 300 400 400 000 400 000 0	***
100		m	1
\$			\$ \$ \$
	11/1-3		\$ \$
		- Y (3	8
\$ \$	6	33 ()	8
*	Jan.	J w	\$ \$ \$
		J. 3	4 i
3.	50		31
	50 00 00 00 00 00 00 00 00 00 00 00 00 0		· · · · · · · · · · · · · · · · · · ·

Sc. Pnl. Bg. day night

D	al	Oį	1:

Action:

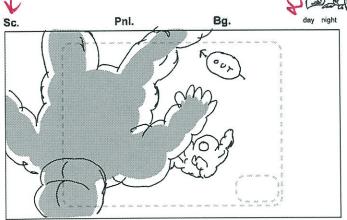
Timing:

Production:

Page ___

HN

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night
N 20 °	O		****
0	0 00	1 6 0	*
$\Omega \wedge$	/)///	100	0
(III)	/ / //		8000
1/1/1	in al	-000	
no c	1 19 6	///2 .	100
Wo .	/ B. S	· WW	
	0 0		
i k	60 to 100 to 100 to 100 to 100 to 100 to	, , ,	1
	w w w w w w w w w w w		

-	٠	•	~	ෂ	۰

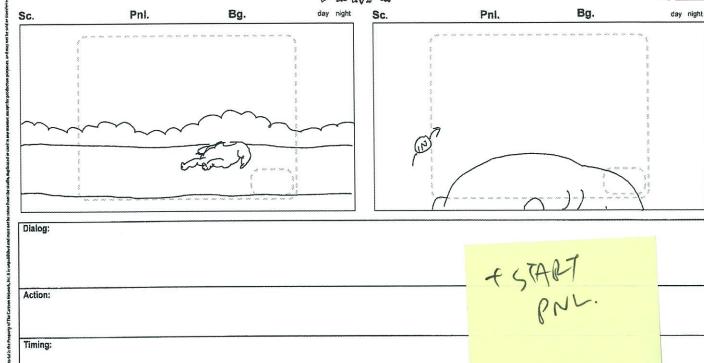
9SPLASK

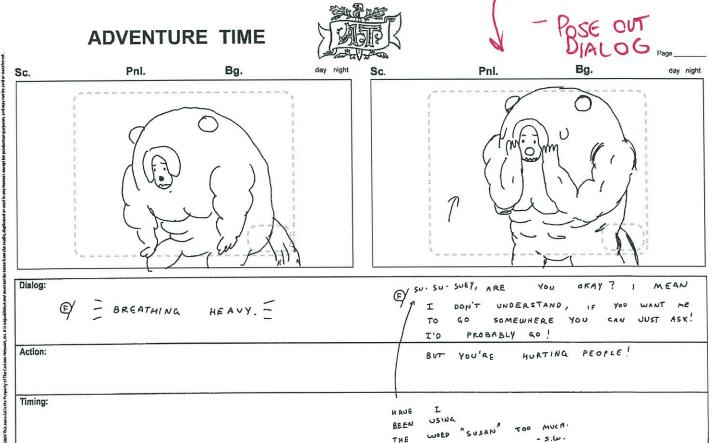
Action:

Timing:



39





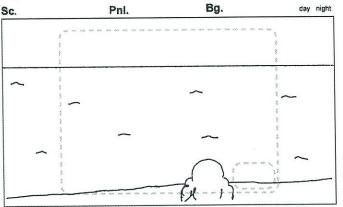
EPISODE #

Production:



Page 4 6

Sc.	Pnl.	Bg.	day nigh
			10v %
	1,6	<i>y y</i>	\$ \$ \$
		3) , 5	\ .
			[
	1		. }
	Luw X		4
Dialog:		<i>y y</i>	'



1/

Action:

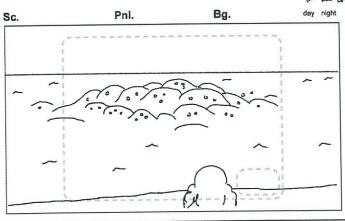
Timing:

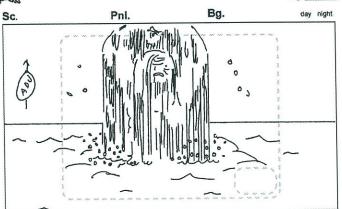
Production:

EPISODE#

ADVENTURE TIME







Dialog:

Action:

GREAT

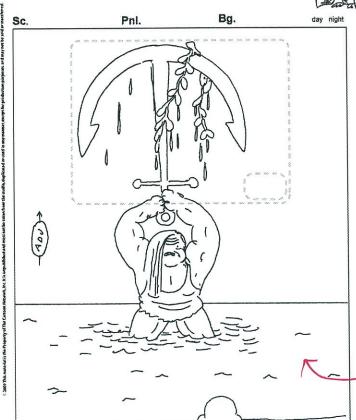
BUBBLING .

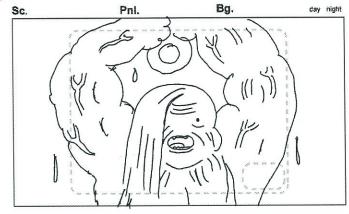
Timing:

+ HU WATER TO REV

ADVENTURE TIME







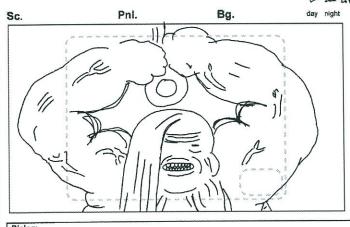
FIRRELEVANT! THE PRIMARY
OBJECTIVE MUST BE COMPLETED!

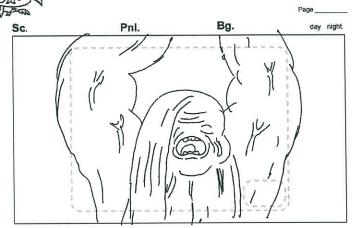
TRUCK OUT UP SHOT.

INSTEAD

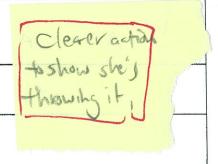
OF PAN(?)

ADVENTURE TIME





Dialog:	Y	Y	\checkmark	Α	А	
Action:						
Timing:						

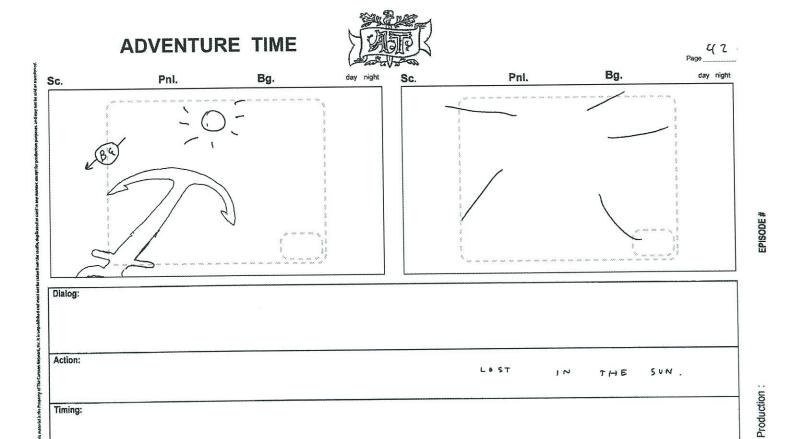


EPISODE#

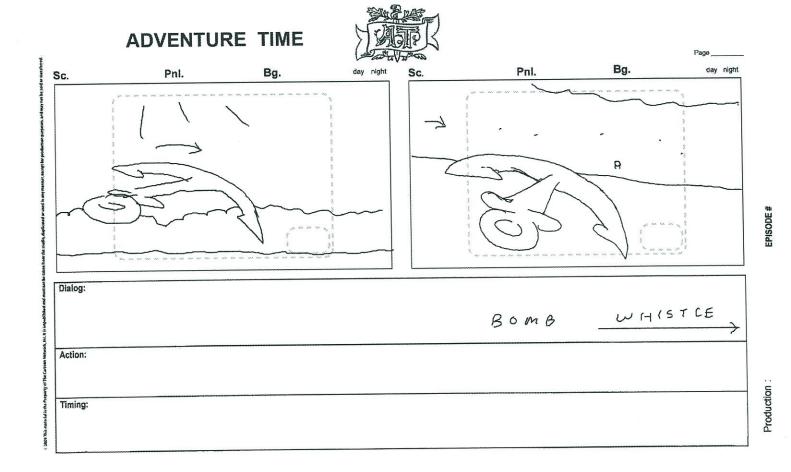
41

Production:

EPISODE #

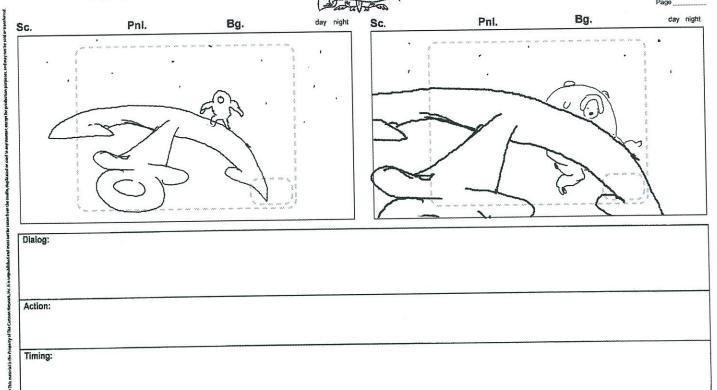


Timing:





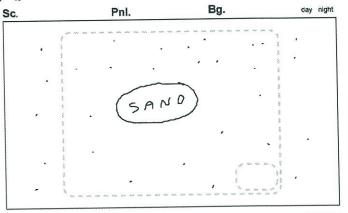
43



ADVENTURE TIME



Sc. Pnl. Bg. day right



Di-		
Dia	og	ì.

Action:

KE A WHITE OUT

WITH

SAND .

Timing:

Production:

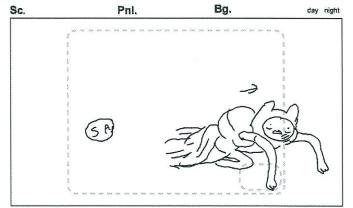
Production:

Page _



Page 44

Sc.	Pnl.	Bg.	day nigh
		1-0-~	
1 1		hi mi	1
1 1			
Le) !	/	/	
	/ /		• 1
│	/ /	<u> </u>	1
•			• 1
			\$
1			\$
3		9	i.
	~		1
		5	Ĭ.
904			w. w.



EPISODE#

Dialog:

Q UGA!

Action:

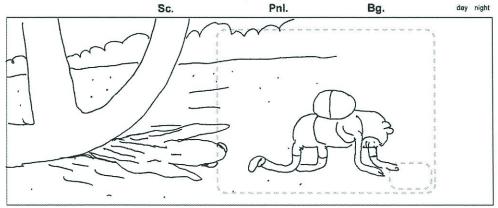
Timing:

Production:

ADVENTURE TIME



Page ____



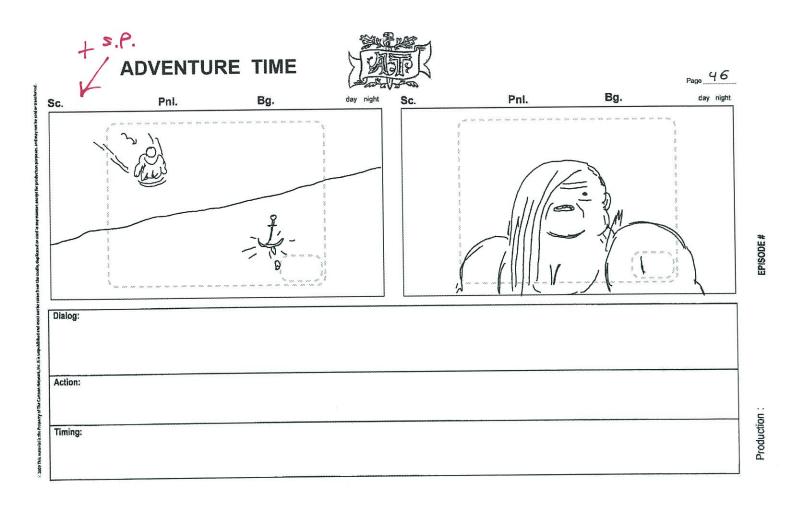
1	
9	
S	
0	
ш	

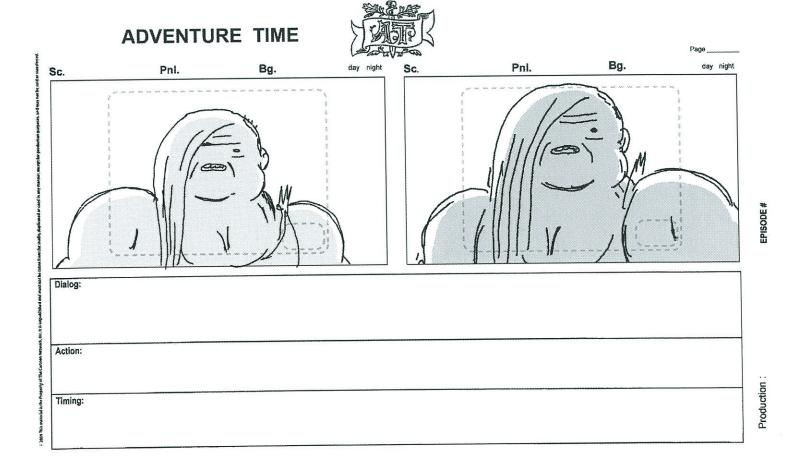
Dialog:

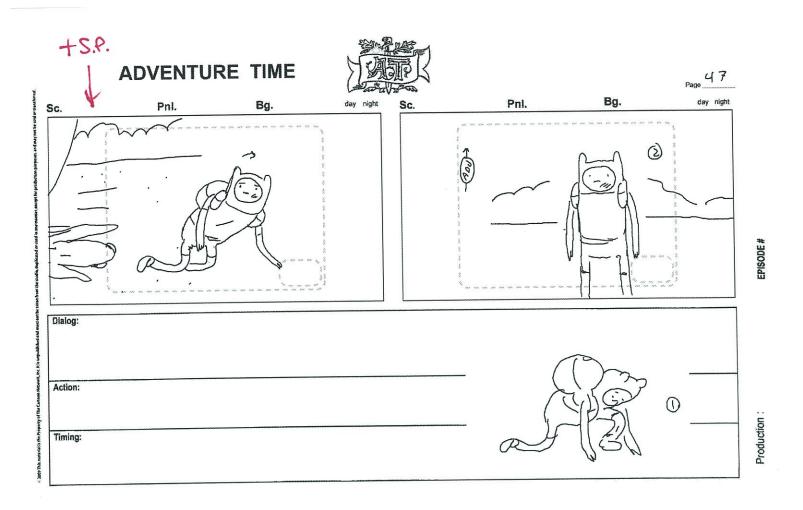
Action:

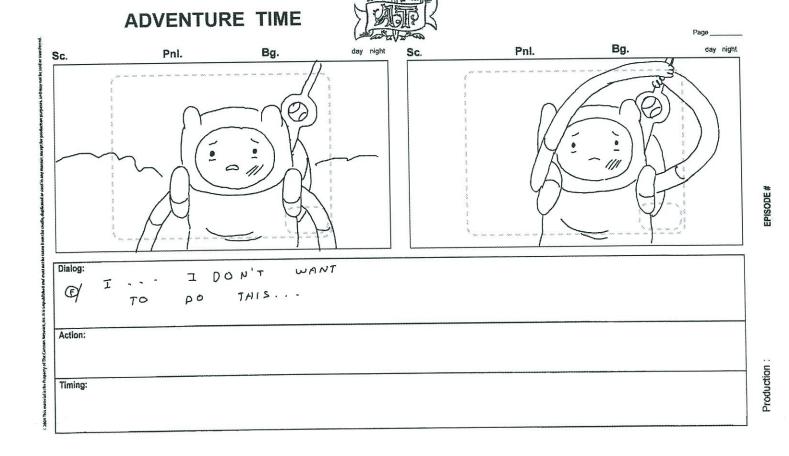
Timing:

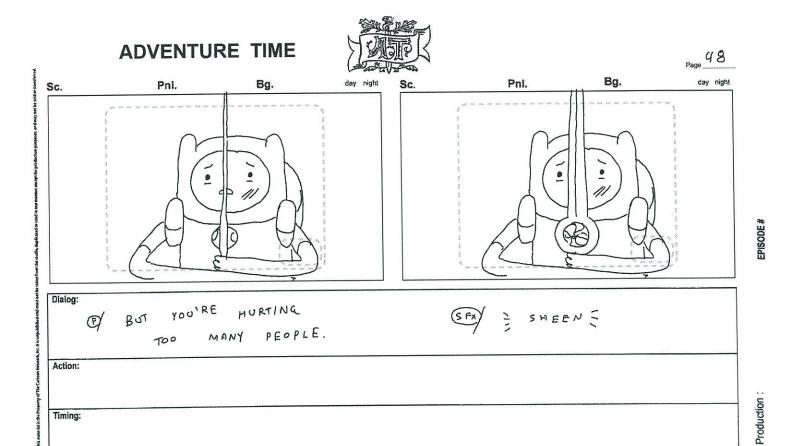
	ADVENTURE	TIME		配			4 S	
partened	Sc. Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night	
he susan from the studin, displicated on used in may manner, except for production purposes, and may not be sold on					Afmafa fa para la un			EPISODE#
unpublished and most out	Dialog:			J	YUBBA DUBBA Pnl.	0∪8 <i>BA 0</i> Bg.	UBBA, day night	
arteen Hersewit, Inc. R 351	Action:			Sc.	#NL		www.	
2009 This materials the Property of The Car	Timing:					(1/1)		Production:
					**************************************	10/1		
2	ADVENTURE	TIME		藝人			Page	
ing as treatlers	Sc. Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night	
he sasse Roses the studies, duplicated to cased to app manuer, macept top prioductions purposes, and may not be; sol								EPISODE#
and the control of the dead one of the	Dialog:							
The second second second second	Action:							
A Committee of the Comm	Timing:							Production :

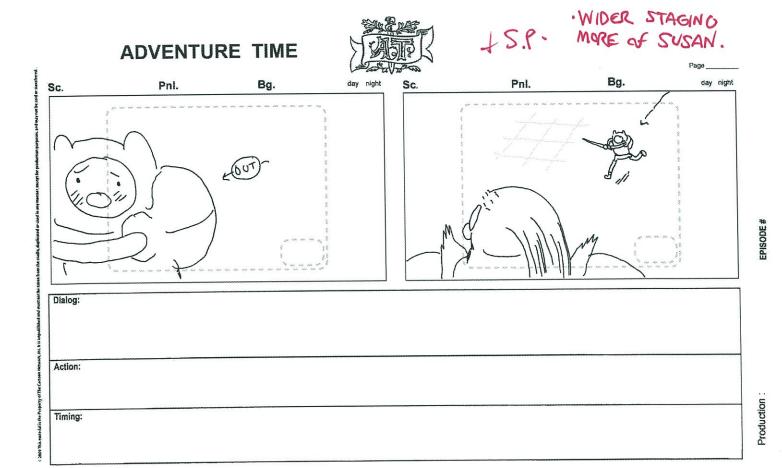


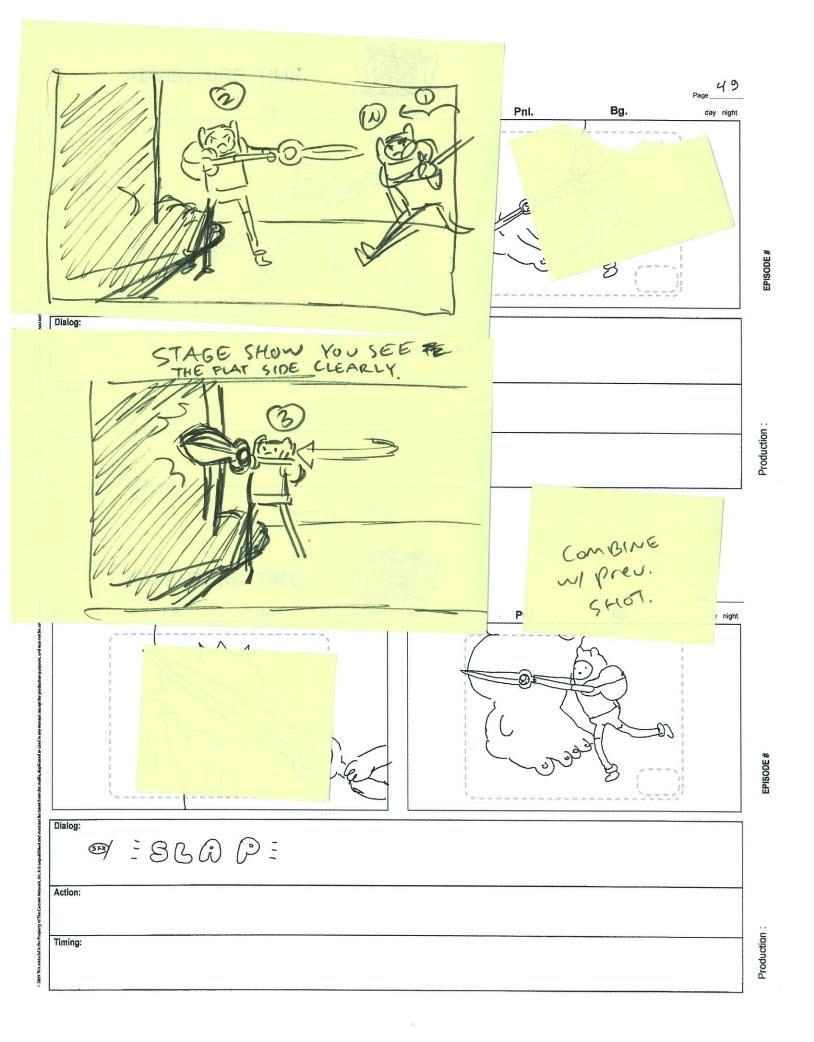


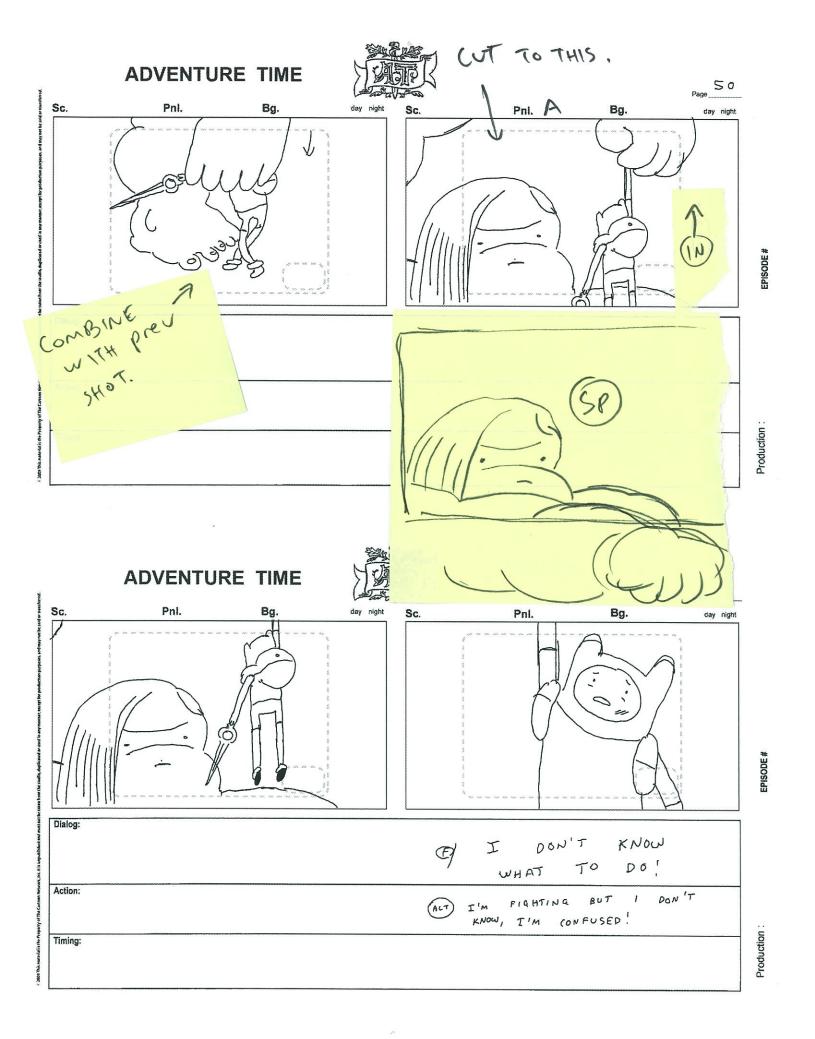


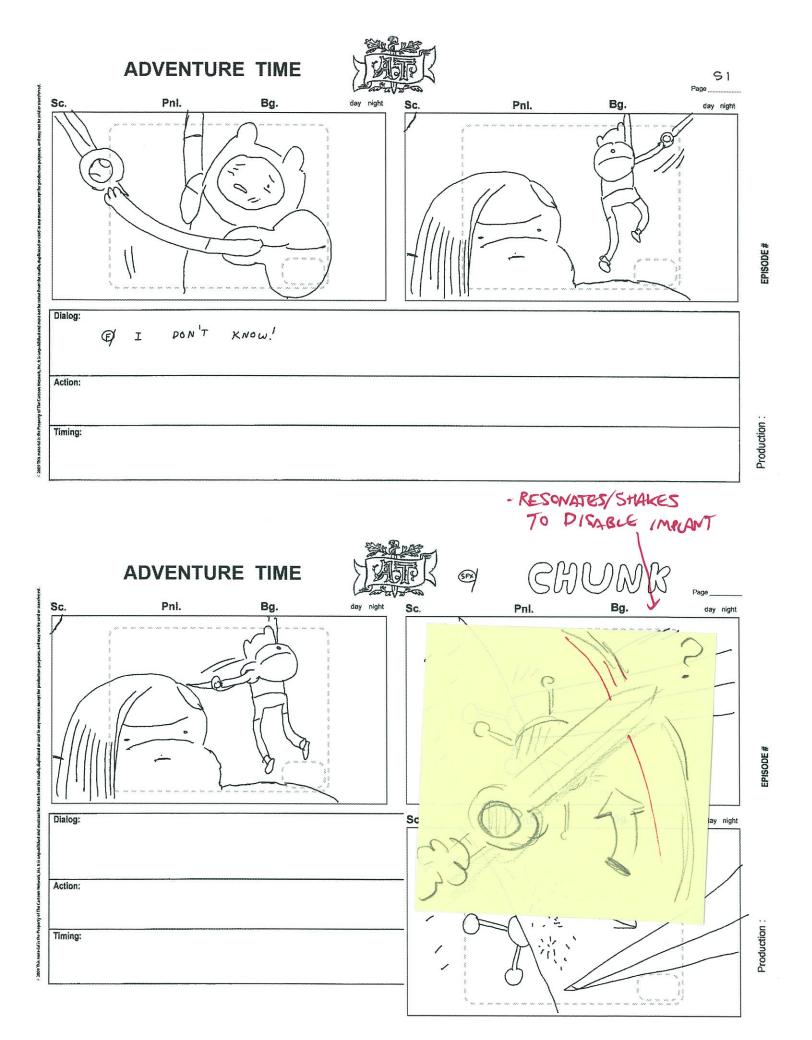


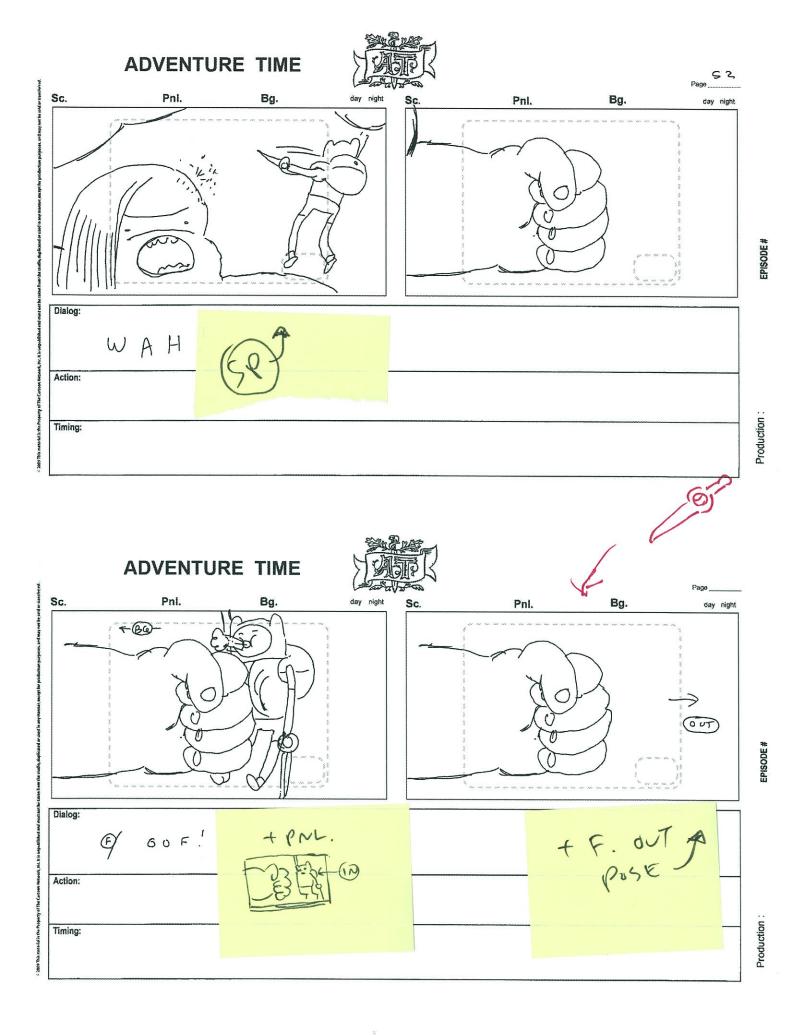










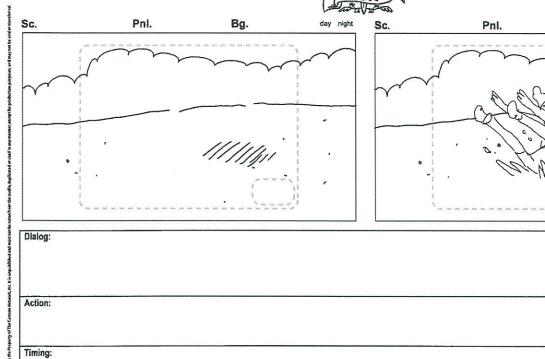




53 A

day night

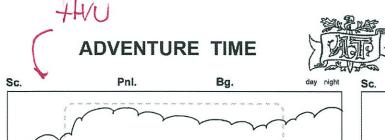
Bg.



Production:

Page

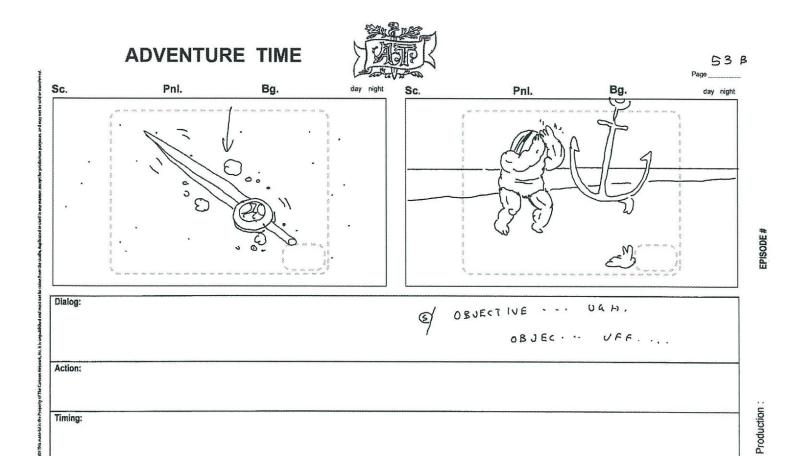
EPISODE#

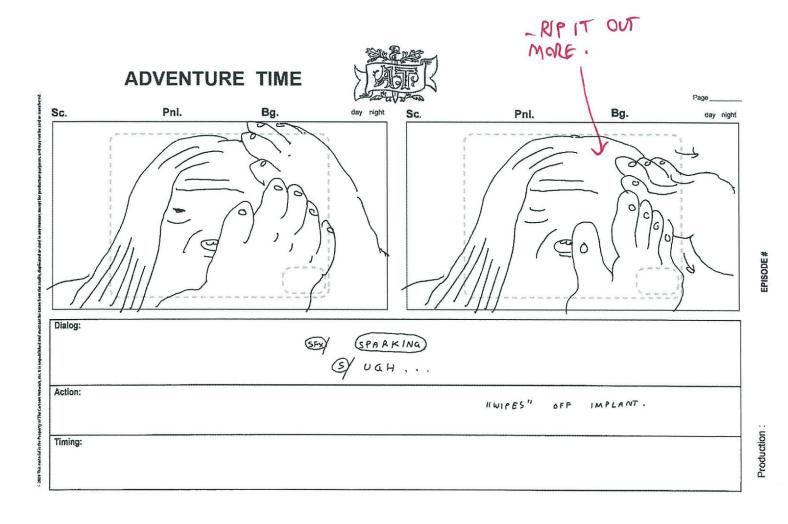


Sc. Pnl. Bg. day night

Dialog:	
Action:	
Timing:	
immig.	

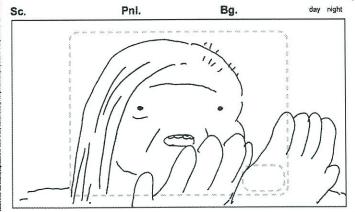
EPISODE #

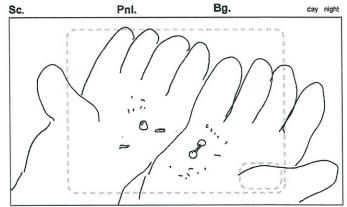






54
7 4
1
Page
, 030





Di	<u> </u>	
1		

Action:

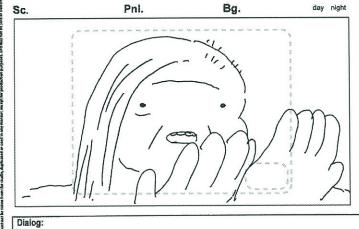
Timing:

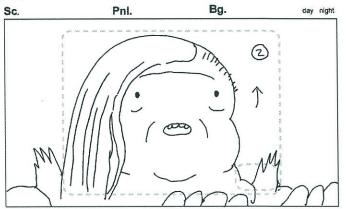
Production:

EPISODE #

ADVENTURE TIME





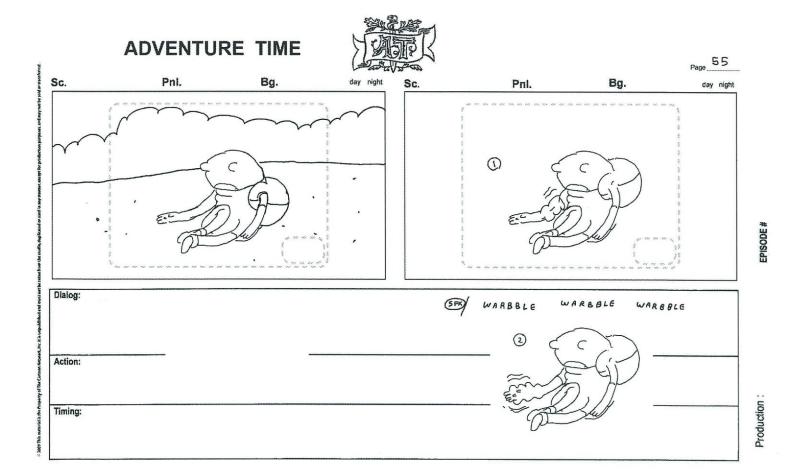


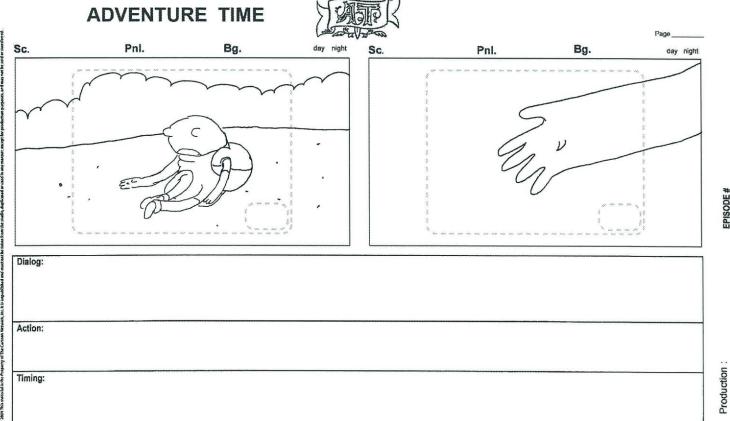
S/ @ FINN ?

Action:

Timing:

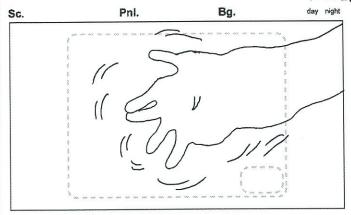
EPISODE #







56



Sc. Pnl. Bg. day night

EPISOD

Dialog:

SPX WARBBLE

WARBBLE WARBBLE

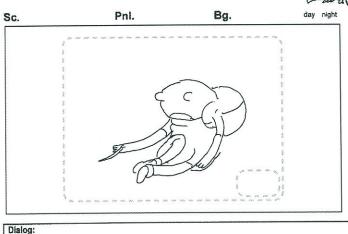
o sheenk!

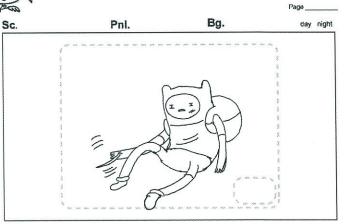
Action:

Timing:

ADVENTURE TIME







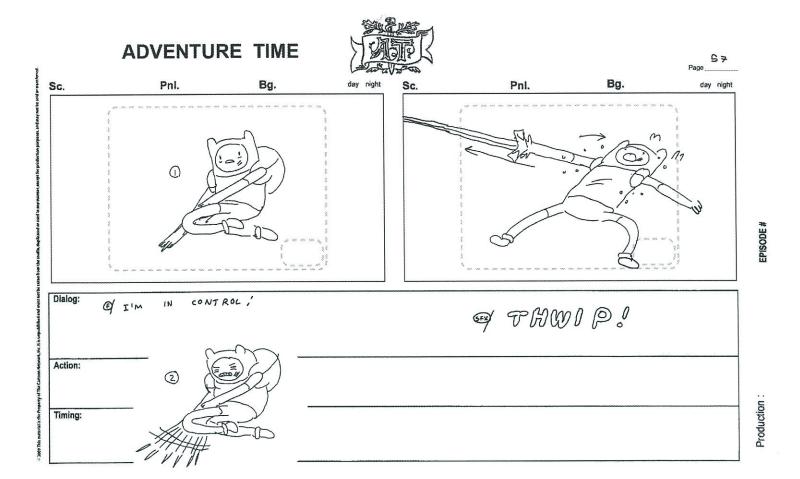
WHA? NO.

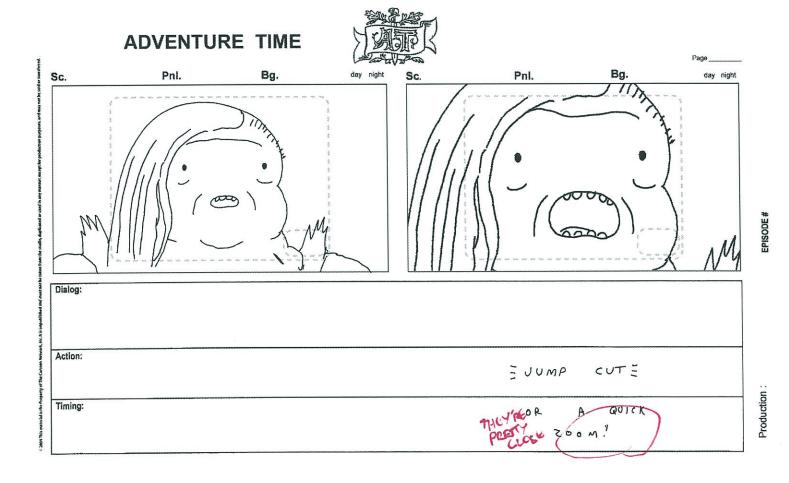
Action:

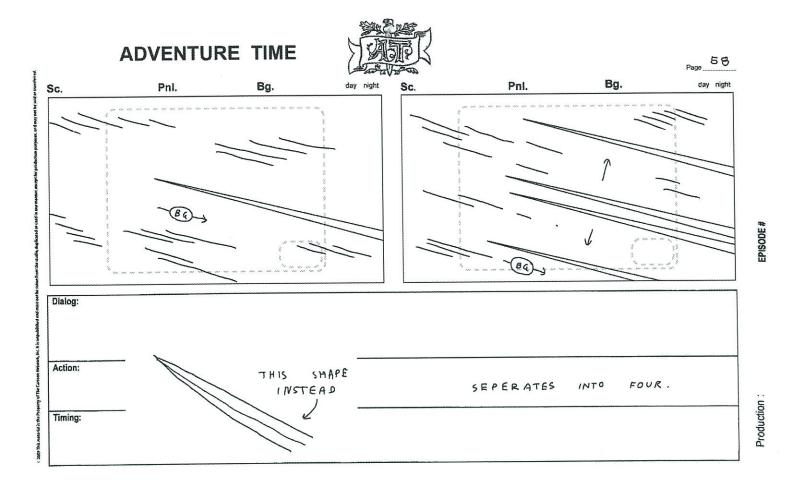
Timing:

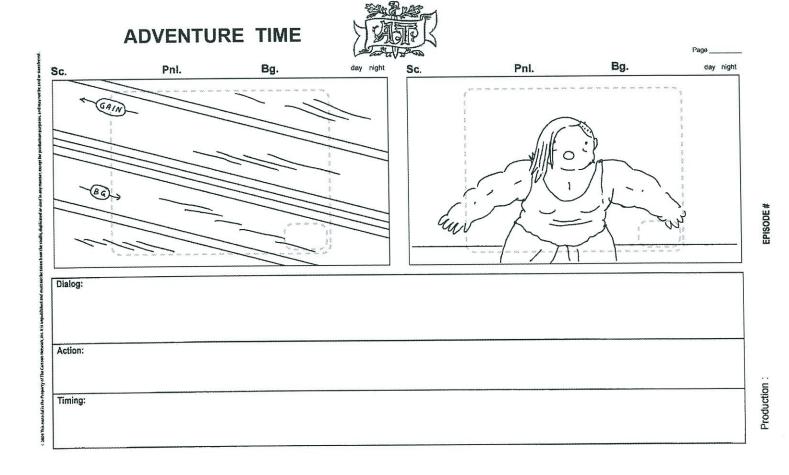
Production :

-0)



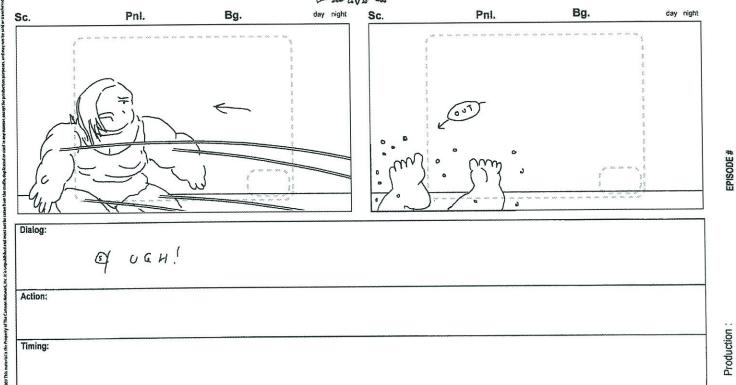


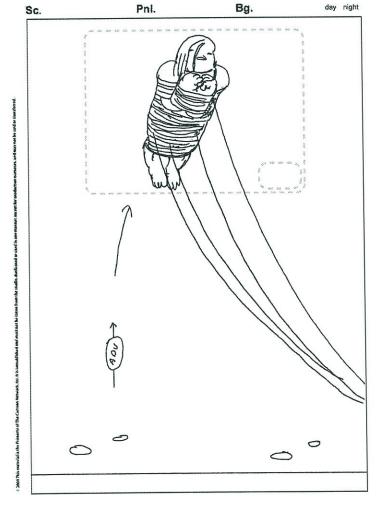


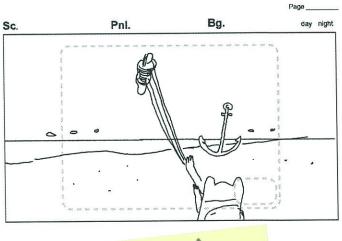




59





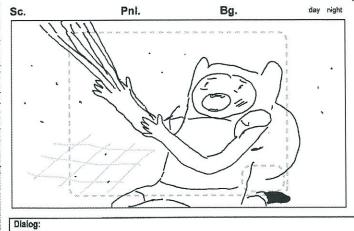


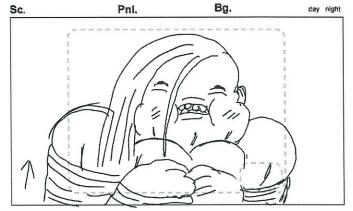
EPISODE#





Page 60





EPISODE#

(f) NO ,'!.'

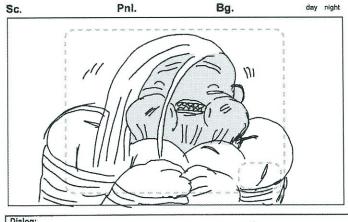
CONSTRICTING NOISES.

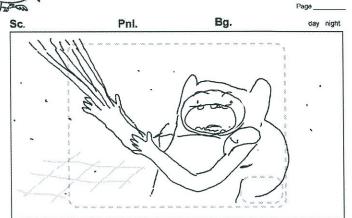
Action:

Timing:

ADVENTURE TIME







Dialog:

GURGLE GURGLE!

AAH!

Action:

I CAN WALK

I

Timing: THIS

BACK?

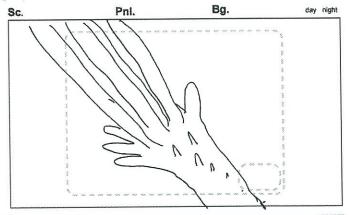
HOUS GRUEC IS THE ARM?)

Production .



Page 6 1 A

Sc.	Pnl.	Bg.	day night
2/1/			- No.
		7	
1		(2)	
	Sill 1		
3 8	///	-61	
	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	[_	~()
3 3	\sim	1	7
34	1		
1			



Dialog:

1		J		
(f	-	I		
ſ.	1	9		
	(+	F	F	Ŧ

NOT

ON

MY ARM!

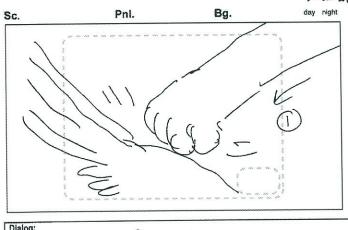
Action:

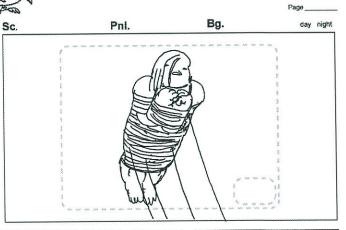
Timing:

Production:

ADVENTURE TIME





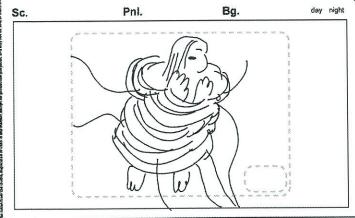


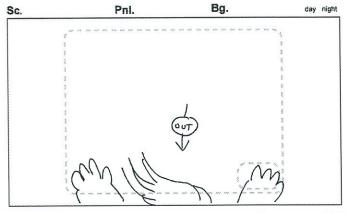
1	CHEIDA.
ŧ	
ŧ	
1	

POW.

Action:

Timing:





Dialog:
Action:

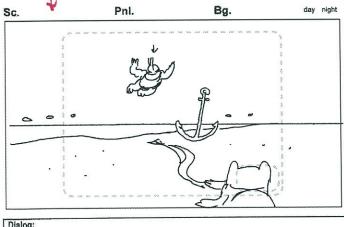
Timing:

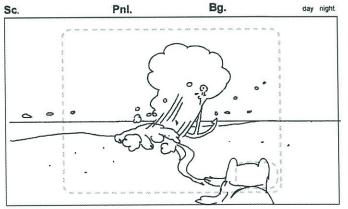
Production:

Page_







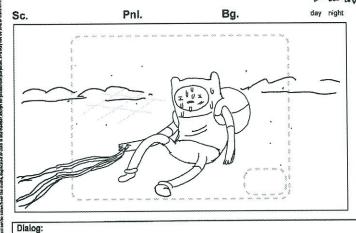


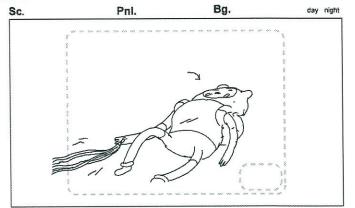
Dialog:	300000
Action:	
Timing:	

EPISODE



610





	L	į
	c	•
	C	
	Ū	ì
	č	١
	ī	i
	_	•

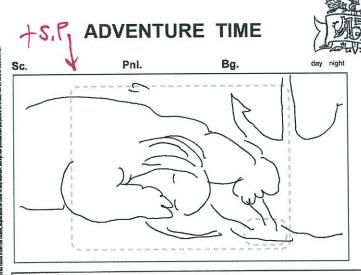
Action:

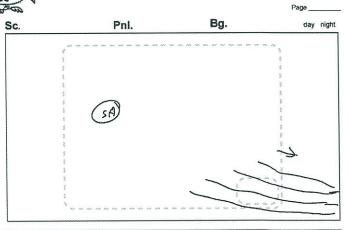
BREATHING HEAVY.

BREATHING POSES)

Timing:

Production:





EPISODE#

Dialog:

= SNOOZING :

Action:

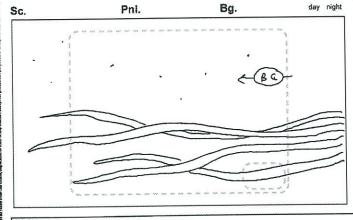
VINES TO START

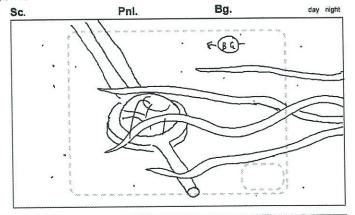
RETREAT.

Timing:



62





Dialog:

Action:

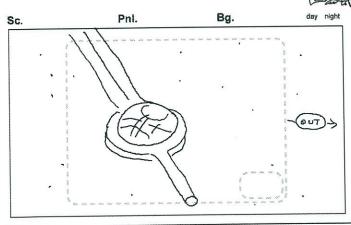
VINES RETRACTING .

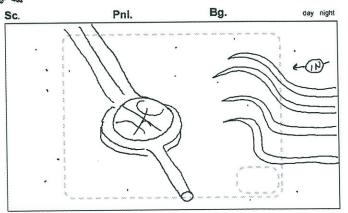
Timing:

Production:

ADVENTURE TIME







Dialog:

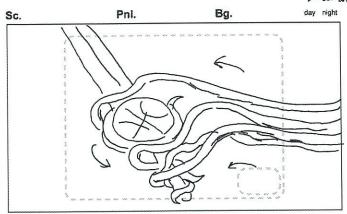
Action:

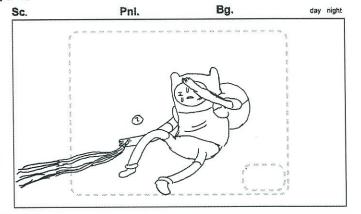
"LOOKS" AT SWORD,

Timing:



63





HUH?

EPISODE #

Page

Production:

E/

0

Action:

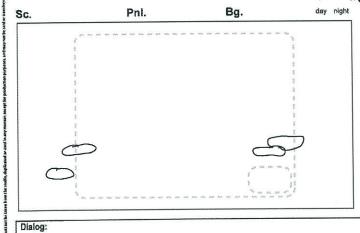
Timing:

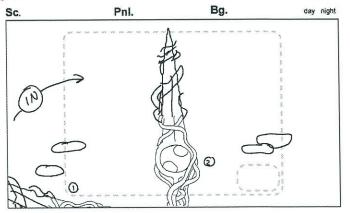
Dialog:



ADVENTURE TIME





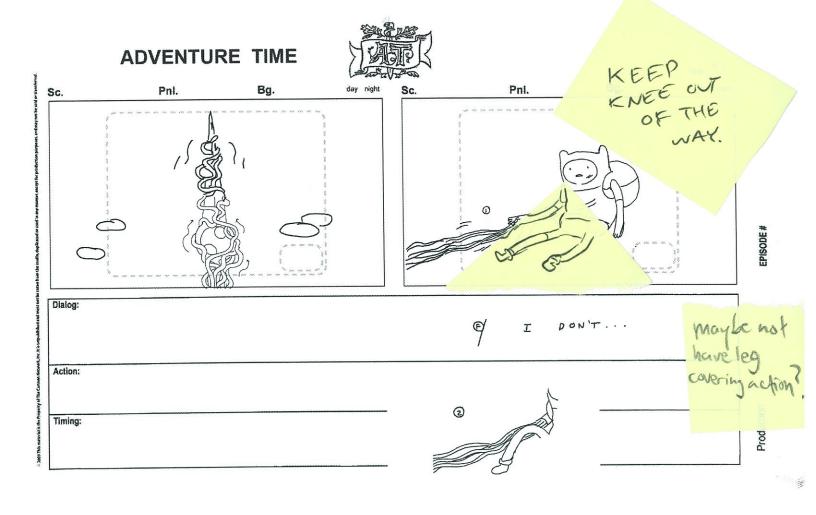


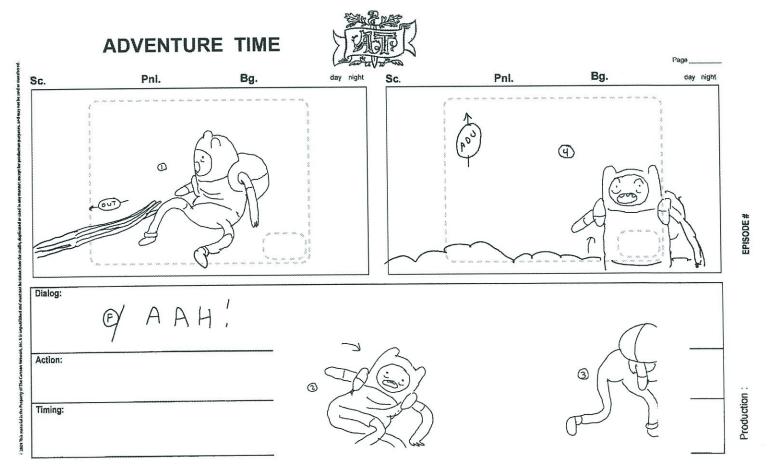
Action:

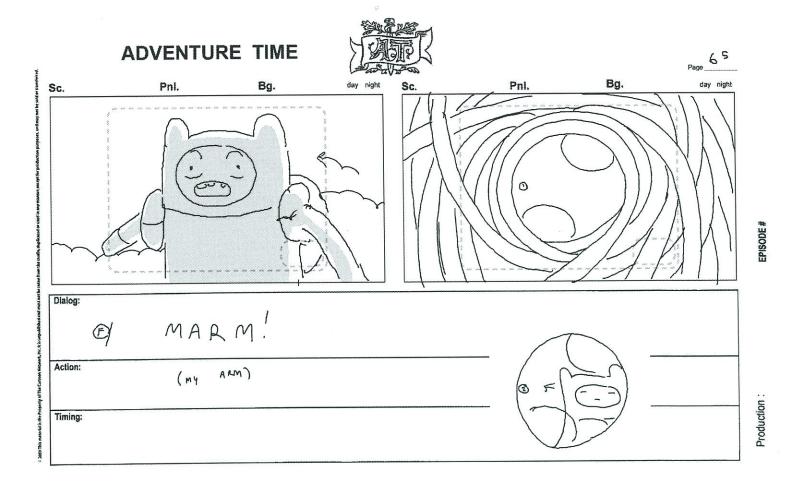
Timing:

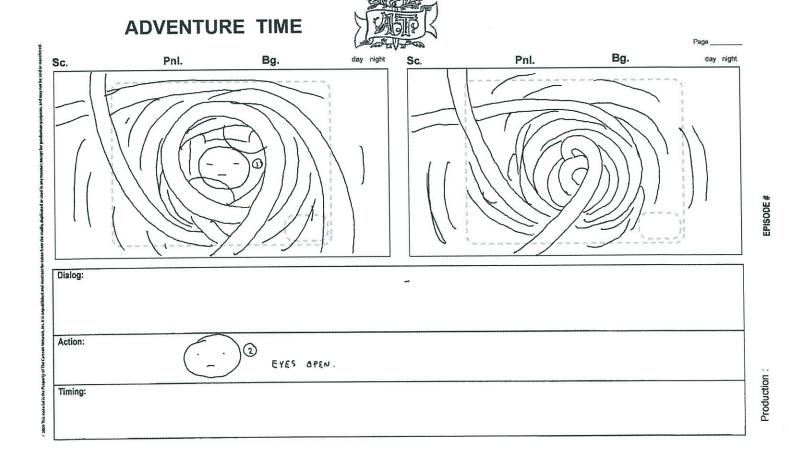
Production:

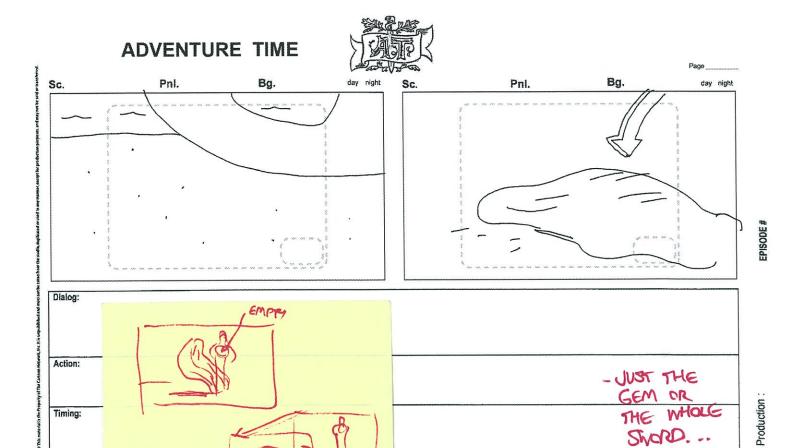
4





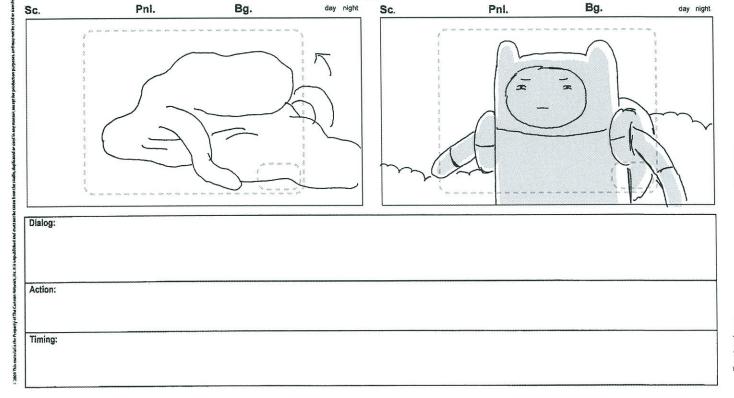








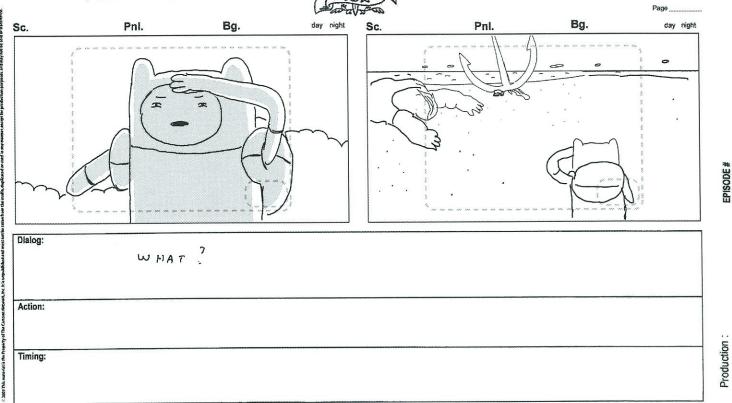




EPISODE#

Page_



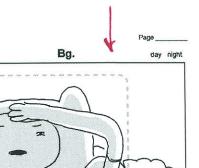


ADVENTURE TIME



Sc.

Pnl.



- WORE

REACTION

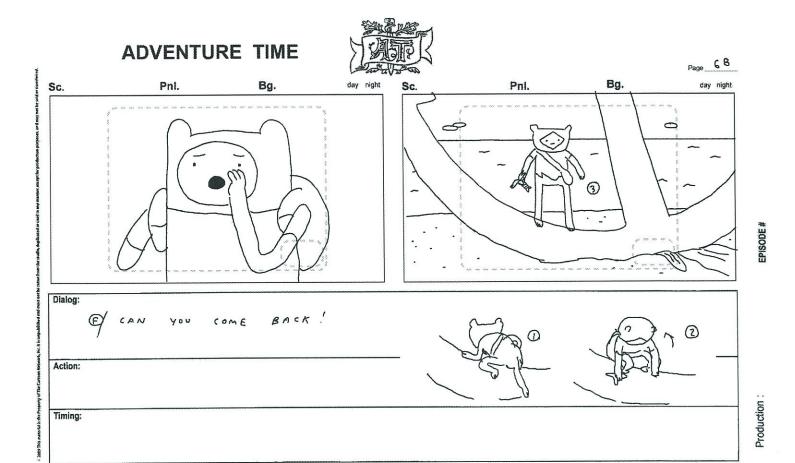
Pnl.	Bg.	day nigh
		e 100
N 11 7		
		1
- Joseph		
En Service	8	\$
,		*
3 .	^ ^	*
₹ , <u> </u>		8
		1
•	(1)	r « !
•		\ "#\"
		7
A AND AND BUT DOWN AND BUT WAS AND AND AND AND		u. 4°

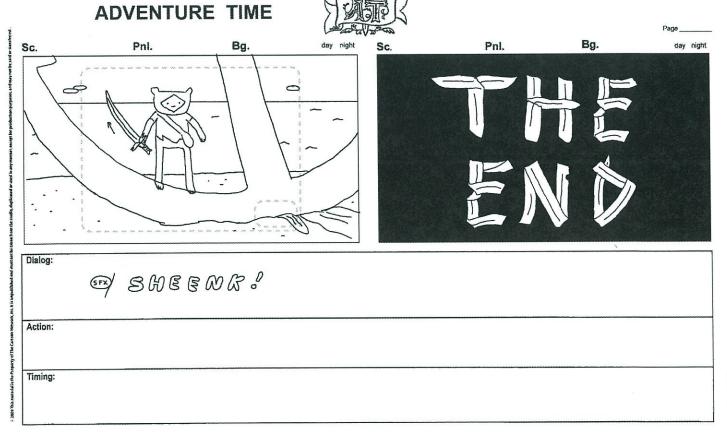
Dialog:	Van			
Action:				

Timing:

Production:

EPISODE#





HOSODE